

**PRIMA®** OFFICIAL GAME GUIDE



ONLY FOR THE XBOX!

Visit us online at [primagames.com](http://primagames.com)

# FULL SPECTRUM WARRIOR™



**MAPS  
FOR ALL  
MISSIONS**



This game has received the following rating from the ESRB



# FULL SPECTRUM WARRIOR™



## PRIMA OFFICIAL GAME GUIDE LEVI BUCHANAN

PRIMA GAMES  
A DIVISION OF RANDOM HOUSE, INC.  
3000 LAVA RIDGE COURT  
ROSEVILLE, CA 95661  
1-800-733-3000  
[WWW.PRIMAGAMES.COM](http://WWW.PRIMAGAMES.COM)

## CONTENTS

CHAPTER 1: NEWS FROM THE FRONT .....	2	CHAPTER 10: MISSION 4 AIRPORT .....	65
CHAPTER 2: ROLL CALL .....	6	CHAPTER 11: MISSION 5 PALACE GATES .....	79
CHAPTER 3: WEAPONS AND VEHICLES .....	12	CHAPTER 12: MISSION 6 PALACE .....	92
CHAPTER 4: BOOT-UP CAMP .....	18	CHAPTER 13: MISSION 7 SANDSTORM .....	104
CHAPTER 5: MOUT 101 .....	20	CHAPTER 14: MISSION 8 UNIVERSITY .....	114
CHAPTER 6: WAR GAMES .....	29	CHAPTER 15: MISSION 9 CRASH SITE .....	123
CHAPTER 7: MISSION 1 RURAL .....	34	CHAPTER 16: MISSION 10 REFINERIES .....	131
CHAPTER 8: MISSION 2 URBAN .....	43	CHAPTER 17: MISSION 11 LAST STAND .....	140
CHAPTER 9: MISSION 3 STREETS .....	52	CHAPTER 18: FULL SPECTRUM EXTRAS .....	149

 The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2004 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Associate Product Managers: Christy Curtis and Mario De Goria  
Project Editor: Teli Hernandez

© 2004 Pandemic Studios, LLC. All Rights Reserved. Pandemic®, the Pandemic logo® and Full Spectrum Warrior™ are trademarks and/or registered trademarks of Pandemic Studios, LLC and are reproduced under license only. Exclusively licensed by THQ Inc. Havok.com™, © Copyright 1999-2002 Havok.com Inc. (and its licensors). All Rights Reserved. See [www.havok.com](http://www.havok.com) for details. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are the property of their respective owners. All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Entertainment Software Association and the Entertainment Software Rating Board and may only be used with their

permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit [www.esrb.org](http://www.esrb.org). For information regarding licensing issues, please call the ESA at (212) 223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

### Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-4522-0

Library of Congress Catalog Card Number: 2004100081



C1  
C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

## NEWS FROM THE FRONT

### NEW WORLD DISORDER

War has lost its traditional meaning. No longer do the “bad guys” march beneath recognized flags with well-organized, uniformed armies. Now, combat is waged against the free world by pockets of terrorist cells lashing out in surgical, bloody strikes that have the power to shape national policy, upset elections, and change the course of history.

Welcome to Zekistan, the latest flashpoint in a world struggling with coveted borders and disparate ideology. History has not allowed Zekistan to develop its own self-identity—it is a nation that has only known occupation. Only known rule from afar, gripped by the hands of foreign governments.

But the fall of a once powerful country has thrown Zekistan into political and social unrest. The vacuum of legitimate government has resulted in a deadly power struggle. Ethnic tribes fight each other over mere acres and precious resources.

### A NATION FOREVER CONQUERED



Zekistan has known many an absentee landlord. The Mongols. Alexander the Great. The grand Roman Empire. The Ottoman Empire. The British. And, most recently, until its spectacular fall in 1991, the Soviet Union.

Throughout history, this small desert country—a territory with seemingly little tactical use for these great armies—has been under siege. Zekistan borders Afghanistan, China, and Pakistan, placing it in the center of what is indisputably the modern world’s hornet’s nest. Life has not always been full of struggle in Zekistan. When occupied by non-hostile forces, the nation was a cultural hub where worldly scholars rubbed elbows with wealthy merchants. Zekistan enjoyed such a period of stability after the British (which had wrested control and colonization from the Turks) released the nation from its rapidly crumbling empire in the early 1800s.

Zekistan saw peace for almost one hundred years. However, when the Soviet Union saw incredible expansion in the beginning of the 20th Century, Zekistan found itself again under foreign rule.

### A SOVIET STATE

Zekistan did not roll over and take the Soviet invasion lying down. For fourteen years, Soviet forces felt the sting of ethnic Zeki rebel fighters. Skilled at warfare in treacherous terrain (unlike the Germans in World War II, that underestimated the severity of both Russian winters and the Russian army), Zeki nationals resisted the Bolshevik invasion.

However, the Soviets possessed greater resources than the Zekis, and the resistance began to falter. Sensing weakness, the Soviets unleashed a ferocious and brutal onslaught against Zeki villages. Thousands were killed. Towns were leveled. The Soviets tried to crush the nation’s identity by targeting Zekistan’s cultural centers, destroying monuments and priceless artifacts.

For the first half of the 20th Century, the Soviets held firm control over the Zeki population and its borders. But while its back may have been broken, Zekistan’s spirit survived.

Secretly, in the late 1960s, the Zekistan Liberation Front (ZLF) began to coalesce. In a classic David-and-Goliath struggle, the ragtag army managed to rattle the Soviet occupation with guerilla strikes. The Soviet forces retal-



# CHAPTER 1: NEWS FROM THE FRONT

iated against the ZLF, but like a fast-spreading fire, it was impossible to stamp out. The Soviets were unrelenting in their efforts, though, and often hit the ZLF hard.

The ZLF knew that it would require international help to turn back the Soviets. Fortunately, the height of the Cold War in the '80s worked to Zekistan's advantage. The CIA quietly supplied the TLF with money, weapons, and training. (The CIA was running a similar program in Afghanistan at the same time.)

## COLD WAR: FAIT ACCOMPLI

Despite the help of the CIA, it was ultimately the Soviet Union itself that was its undoing. Buckling under the social unrest and the massive national debt racked up by an out-of-control arms race, the Soviet Union fell apart in 1991.

October 4, 1991 is a day that ethnic Zekis celebrate, for it was the day they woke up as their own rulers again. Soviet forces pulled out of the region (abandoning a great deal of military hardware), leaving Zekistan to its own fate.

The sudden withdrawal was not without misgiving. With no warning or transitional government in place, Zekistan found itself in a state of civil war.

Neighboring nations, sensing opportunity, made grabs at Zekistan, hoping to carve off pieces of land for themselves. Ethnic tribes and local warlords, once pinched by the Soviet occupation, declared themselves back in business and deserving of their own corner of Zekistan.

Rather than regaining its identity, Zekistan found itself splintered into territories—each viciously defended by rival tribes and leaders. And, as history has shown countless times, when a desperate nation fights itself, dangerous men prosper.

## A DANGEROUS MAN

His name is Mohammad Jabbour Al Afad. Currently, the most wanted man in the world. But he did not begin his life destined to be the thorn in the free world's side, his face synonymous with the word "terrorist."

## PERSONAL HISTORY

Al Afad was born in Beirut, Lebanon in 1952, the son of an extremely wealthy family. Al Afad's father was a very successful importer/exporter of precious gems (including diamonds). His successful business ventures often kept him abroad, leaving Al Afad in the care of his mother.

Little is known about Al Afad's youth, but intelligence sources do know that the young Al Afad was not well attended-to by his mother, an heiress to a Lebanese winery with a taste for the extravagant. The child did not exactly fit in with the mother's life of luxury. When Al Afad's father was away, she placed the boy in the care of nannies or shuttled him off to private boarding schools far from the family home.

Al Afad prospered at school, earning top grades. He completed pre-college studies in the United Kingdom. He was accepted into a highly ranked American university where the brilliant (and handsome) Al Afad excelled.

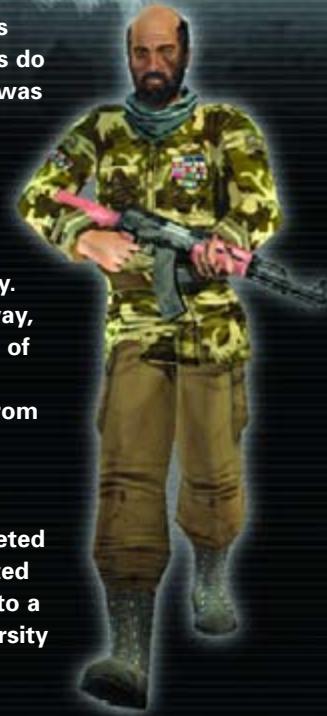
Taking a keen interest in his roots and culture, Al Afad concentrated his education on Middle Eastern affairs, graduating in 1975 with a political science major.

However, Al Afad's Western views on the situation in the Middle East were severely derailed when civil war descended on Lebanon.

Political unrest back home led to violence in the streets. Al Afad's wealthy family was the frequent target of threats from rebel leaders. Many of the family riches were forcibly taken, leading the Al Afads to flee their home and their country.

Al Afad was horrified and angered by the situation in Lebanon. It is reported that at this juncture Al Afad began to move toward a more fundamentalist view of the world—eventually leaving America for Pakistan, where he could immerse himself in the Koran with like-minded persons.

At this point, there is an intelligence gap in Al Afad's timeline. For three years, Al Afad completely dropped off the grid, his exact whereabouts unknown. Eventually, he was found again in Beirut, fraternizing with fundamentalist groups, many believed to have terrorist links.



C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

## THE LION OF KHYBER

It has been confirmed that Al Afad appeared in Afghanistan in 1981. He joined the Mujahideen resistance, dedicated to fighting the Soviet occupation. His intelligence, combined with his incredible charisma, served the resistance well. Al Afad was a natural leader, and he was put in charge of a guerilla unit, stationed in the Khyber Pass, a 33-mile passage through the snow-capped Hindu Kush mountain range between Afghanistan and Pakistan.

C2

The Khyber Pass has been the launching point of conquering armies throughout history. Alexander the Great crossed the treacherous pass to march on India in 326 BC. Genghis Khan led his Mongol armies through the great pass. The British fought and fell at the Khyber Pass during three Afghan Wars, the most recent in 1919.

C3

And at the Khyber Pass, Al Afad proved his valor and cunning against the Soviet encroachers. His repeated strikes and victories against the Soviets earned him the name, "The Lion of Khyber." The CIA, also keen on stymieing the expansion of the Soviet Empire, noticed his success. It is believed that the CIA provided Al Afad and his unit with combat training and weapons in 1984.

C4

However, his enemies caught up with Al Afad in 1986. Betrayed by one of his men, the "Lion" was caged by the Soviets. Al Afad was to be executed, but a startling rescue effort by Al Afad's loyalists was successful.

C5

With Afghanistan deemed too dangerous (and with his betrayal still stinging), Al Afad relocated to Zekistan where he could continue his charge against the Soviets. Within months, Al Afad was again in command of a unit of guerilla fighters, the Zekistan Liberation Front (ZLF).

C6

Al Afad's ZLF grew rapidly as the legend of the "Lion" spread across the subcontinent. Foreign fighters from Iran, Syria, and Pakistan joined ethnic Zekis, swelling the ranks of the ZLF. Under Al Afad's leadership, the ZLF soon became a serious threat against the Soviet occupation forces, capable of planning and delivering effective, pinpoint surprise attacks.

C7

## POST COLD WAR MOVEMENT

When the Soviet Union abandoned Afghanistan and Zekistan, fundamentalism attempted to create and enforce centralized order in the shattered nation. Western forces, instead of being acknowledged for their attempted aid against Soviet occupation, were instead demonized by fundamentalist clerics and leaders. Actions in Islamic

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

countries, such as Somalia, served only to bolster the fundamentalist message—the West, a force of capitalism and imperialism, was as much a mortal enemy as the Soviets.

The Taliban was able to use this anti-West sentiment to achieve control over Afghanistan, while Zekistan was plunged into a civil war. Taking advantage of the power vacuum left behind by the sudden Soviet removal, Al Afad led his faction of guerillas in a successful campaign against smaller groups, installing himself as the dictator of Zekistan.

## TERRORIST STATE: ZEKISTAN

With Al Afad now the de facto ruler of Zekistan, the world has a new terrorist state to contend with. Following his ascension, Al Afad ordered ethnic cleansing of native Zekis, the first step to establishing a true fundamentalist state. And if genocide isn't enough to provoke a reaction from the rest of the world, Al Afad's terrorist campaign against Western targets certainly is.

## AL AFAD'S JIHAD

After the fall of the Taliban in Afghanistan and the removal of Saddam Hussein in Iraq, Al Afad is committed to capitalizing on the strong current of anti-Western sentiment that permeates the subcontinent.

Al Afad has welcomed Taliban and Iraqi National Guard refugees into his ranks, giving him control over a terrorist network similar to that in pre-2001 Afghanistan. Declaring a jihad against the west, Al Afad has begun a campaign of terror against strategic Western targets, helping finance operations with the remainder of his family's former riches.

In 2004, the world has seen a horrific rash of terrorist strikes in Europe and Southeast Asia against American and UK interests. Targets have included embassies, regional corporate headquarters, and other Western-linked capitalist ventures.

CIA and NSA intelligence has finally linked these attacks to Zekistan and Al Afad's army. However, despite presenting a solid case for military action to the United Nations, the UN supports only diplomatic measures and humanitarian aid.

Despite the UN's decree, countries directly affected by Al Afad's terrorist network, as well as sympathetic nations (perhaps out of fear that they will be next), formed a coalition dedicated to sending troops to Zekistan and removing Al Afad from power. The coalition includes military support from the UK, Australia, Poland, Canada, Spain, and the Czech Republic.



# CHAPTER 1: NEWS FROM THE FRONT

## MISSION: ZEKISTAN

Military strikes have been launched against Al Afad's network in Zekistan. Within seventy-two hours of launching a massive air campaign, the majority of Zekistan's aircraft, missile systems, and defense posts have been disabled or destroyed.

The battle for Zekistan and the removal of Al Afad has moved to the ground. NATO troops have been deployed in Zekistan, including a massive ground force from the United States Army.



Despite an obvious imbalance in numbers, Al Afad remains defiant. The "Lion of Khyber" promises that the fight will be a brutal, street-by-street battle. "All oppressors will be annihilated should they set foot in our beloved homeland," said Al Afad spokesperson Jabir Hazareem. "The people of this great land will fight these infidels no matter what the cost or risk to themselves."



With "quagmire" a dirty word, troops prepare to engage Al Afad in urban warfare, sometimes fighting alongside ethnic Zekis that also wish to see Al Afad deposed from power. The United States Army may be the most powerful force on the planet, but the struggle for Zekistan's future and freedom will be a battle of inches.

## FULL SPECTRUM WARRIOR: A NEW GAMEPLAY EXPERIENCE

In light of current world events, the immediacy and urgency of *Full Spectrum Warrior* cannot be denied. You can easily imagine turning on the news one morning, only to witness breaking news featuring eerily similar events.



THQ and Pandemic have based *Full Spectrum Warrior* on an actual training aid developed for the United States Army.\* The battle for Zekistan may be fiction, but the actions of the soldiers adhere to Army doctrine.

Success in *Full Spectrum Warrior* requires a shift in mindset for gamers. Courage is rewarded not by points, but by survival. You'll certainly keep your finger on the trigger, but this is a street-by-street battle, where life and death are constantly on the line and you are responsible for the soldier next to you. Your brain is just as important as your rifle.

You are a Squad Leader in charge of two teams of trained soldiers, Alpha and Bravo fire teams. You must direct these teams to their objectives, cover point to cover point-laying down suppression fire to ensure safe passage through hostile territory.



During the game, the eight troops under your command carry real weaponry used by the United States Army, such as the M249 SAW (Squad Automatic Weapon) and the M203 grenade launcher. And the Al Afad's terrorist thugs fire at you with real Soviet-era gear, abandoned at the end of the Cold War, including the RPG-7 (Rocket Propelled Grenade) which caused American forces so much trouble in the Battle of Mogadishu.

This is as close to seeing combat from the eyes of a real soldier as many will ever get. So get ready for training – you are about to begin the ultimate urban combat simulation.

- C1
- C2
- C3
- C4
- C5
- C6
- C7
- C8
- C9
- C10
- C11
- C12
- C13
- C14
- C15
- C16
- C17
- C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

## ROLL CALL

C2

C3

### UNITED STATES ARMY

C4

Just what does it mean to be a "Full Spectrum Warrior?" The eight squad members of the Alpha and Bravo Teams know. To be "full spectrum" is to be well trained in all aspects of the infantry: search and research, full assault, and reconnaissance.

C5

Your mission in Zekistan requires you to use everything you learned in training. Bounding, laying down suppression fire (while conserving ammunition), locating and maintaining solid cover positions, the concept of "leave no man behind"—these are the central elements to being "full spectrum."

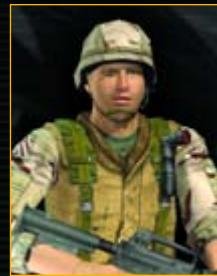
C6

Get to know the eight soldiers under your command. They are a good bunch of men and you should be proud to send them into combat. There are a lot of good soldiers on the ground in Zekistan—Rangers, Infantry, even British Special Forces—but this squad is your sole responsibility.

C7

#### PLATOON LEADER 1ST LIEUTENANT DAVID "HOMER" PHILLIPS

C8



Platoon Leader Phillips is in command of Alpha and Bravo Teams. He issues orders to the two teams, laying down objectives that must be fulfilled for the mission to be considered a success to the brass back home.

C9

You see Phillips throughout the game, such as at the very beginning of your first rural mission. Once you receive orders, Phillips sends you into the field to carry them out—to the letter.

C10

Should you ever need to reach Phillips in the middle of a mission, either to report back mission progress or to have orders reiterated, press **W** on the controller to access the radio.

C11

C12

C13

C14

C15

C16

C17

C18

#### ALPHA TEAM

##### SGT. SANTIAGO "IRON MAN" GARCIA MENDEZ



Team Leader

**Rank:** Sergeant

**Age:** 32

**Ethnicity:** Cuban-American

**Hometown:** Miami, FL

**Education:** High school diploma,

AA in Sports Medicine

**Years in Service:** 10

**Marital Status:** Married, two children

Mendez was born in Miami, Florida, the son of Cuban immigrant bakery owners. As a child, Mendez idolized his father, following the man as he made long delivery runs throughout the city. The elder Mendez's strong sense of family values and responsibility were passed on to his son at an early age.

Mendez has been athletic for most of his life. Despite his small size as a boy, Mendez could consistently outrun the other children in his neighborhood. For Mendez's twelfth birthday, his father bought him a weight set to help his son gain strength and the discipline that often comes with it.

His athleticism continued into high school, where Mendez participated in varsity sports, even becoming a tri-athlete at eighteen. At twenty, Mendez won his first Iron Man race.

At 21, Mendez joined the Army to satiate his desire to see the world beyond Miami, and to extricate himself from the family business—which his younger brother was more than happy to take up.

Mendez married seven years ago to a private. The family has two children, which Mendez spends as much time with as possible, passing along the self-respect and discipline his father taught him. Some of Mendez's paternal instincts come through during his work with new recruits, which helps ease the rocky transition to Army life.

##### CPL. ANDRE ELLIS "CRAWDADDY" DEVEREAUX



Automatic Rifleman

**Rank:** Corporal

**Age:** 26

**Ethnicity:** African American

**Hometown:** Baton Rouge, LA

**Education:** Two-years college, hotel/restaurant management

**Years in Service:** 4

**Marital Status:** Single, engaged



## CHAPTER 2: ROLL CALL

The Devereaux family is able to trace their lineage back to the French colonial era of Louisiana, which helps explain his fervent love for Cajun culture—especially the food.

When Devereaux was eleven, his mother died of cancer, radically changing his typical suburban upbringing. His single father, a real estate agent, raised Devereaux and his younger brother with the help of family.

As a child, Devereaux was less than athletic. The boy was extremely overweight and suffered from asthma and allergies. Despite these problems, Devereaux was a good student in school.

Devereaux was going to college to learn the ropes of resort management in hopes of one day running his own restaurant. However, financial problems within the family forced Devereaux to withdraw from school.

Desiring to continue his education, Devereaux joined the service to help pay for college. An added benefit, of course, was that basic training helped Devereaux get into top physical condition.

It is believed that after he has served his required four years, Devereaux will not opt to re-up, and choose to return to school.

### PFC ALEXANDER ISAAC "PHILLY" SILVERMAN



**Grenadier**  
**Rank:** Private, First Class  
**Age:** 21  
**Ethnicity:** Caucasian  
**Hometown:** Philadelphia, PA  
**Education:** High school, some college  
**Years in Service:** 2  
**Marital Status:** Single

Silverman has been somewhat guarded with details of his childhood. His parents divorced when Silverman was ten. Apparently, his father had been involved in several cases of insurance fraud, which led to conviction and a prison sentence.

**Update:** Silverman has maintained some contact with his father. Usually, it amounts to little more than a telephone conversation during the holidays.

Silverman's mother remarried two years later. The stepfather did not get along with Silverman, showing obvious preference for his two sons from a previous marriage.

When Silverman came of age, he joined the service, making no bones about his reasoning: to escape his stepfather.

### PVT. ASHER ALI SHEHADI



**Rifleman**  
**Rank:** Private  
**Age:** 25  
**Ethnicity:** Arab American (Syrian)  
**Hometown:** Burbank, CA  
**Education:** Two years college, law  
**Years in Service:** 2  
**Marital Status:** Single

Shehadi was born in Burbank, California. His father emigrated from Syria to study law at the University of Southern California. Shehadi's mother is an American citizen of Palestinian descent.

Shehadi is an extremely bright young man. He graduated near the top of his class in high school. Like his father, Shehadi entered law school—but chose to pay his own way. Unfortunately, he had to put his education on hold after the second year when money ran out.

Shehadi joined the service not only to raise funds for his tuition, but also to debunk the overall opinion of American Muslims—which he believes suffered a major setback with the capture of an American Muslim during the military action in Afghanistan in 2002.

Shehadi is proud of his Arab heritage and is a devout Muslim. However, he believes himself to be an American first and, despite some harassment from enlisted men, he serves his country with honor.

Shehadi is particularly useful during this operation in Zekistan. He speaks Farsi reasonably well, which allows him to communicate with native-born Zekis.

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR™

PRIMA OFFICIAL GAME GUIDE



C1

## BRAVO TEAM

### SGT. ERIC LEWIS "FUZZ" WILLIAMS



Team Leader

**Rank:** Sergeant

**Age:** 38

**Ethnicity:** African American

**Hometown:** New York, NY

**Education:** AA-Spanish, POST Certified

**Years in Service:** 15 (active

and reserve)

**Marital Status:** Married, two children

Williams comes from a background of public service. His father was a firefighter, his mother was a nurse.

The young Williams always had grand designs for himself; he wanted to become either a professional football player or an astronaut. However, Williams eventually decided he wanted to go into civil service like his father. Rather than becoming a firefighter (his father's stories of unfortunate burn victims and fallen firefighters turned him off from the career), Williams decided to join the army after high school.

After serving four years, Williams shifted to reserve. He joined the NYC Police Department and was a street officer for over fifteen years. Williams was near Manhattan when the 9/11 tragedy struck, and spent considerable time helping at the scene.

Williams' police experience was put to excellent use in Iraq, keeping an eye on urban areas for looters and rioters during the days following Saddam Hussein's fall.

### CPL. MICHAEL FRANCIS "NOVA" PICOLI



Automatic Rifleman

**Rank:** Corporal

**Age:** 22

**Ethnicity:** Caucasian

**Hometown:** Newark, NJ

**Education:** High school, some college

**Years in Service:** 2

**Marital Status:** Single

Picoli is the fifth of five children. His four older siblings were all girls.

Picoli's older sisters used their younger brother for dance practice (their mother is a dance instructor). They also taught him how to cook and sew. Picoli's father often disagreed with his mother about allowing their daughters to "feminize" his son.

However, Picoli found the experience helpful as a young man when dealing with women. Picoli has a tendency to deal with more than one woman at a time, though.

After high school, Picoli declared an interest in acting and singing. He went to a New Jersey community college to learn his intended craft, but was drawn to the army. Rumor has it that Picoli was drawn more to the recruitment officer on campus that day.

### PFC DAVID DANIEL "DELTA BOY" SHIMENSKI



Grenadier

**Rank:** Private, First Class

**Age:** 21

**Ethnicity:** Caucasian

**Hometown:** Helena, MT

**Education:** High school

**Years in Service:** 3

**Marital Status:** Married

Shimenski was born into a family of public service. His father is a sheriff deputy, and his mother is a county 911 dispatcher. Shimenski's older brother enrolled at the police academy in Boise, Idaho.

However, Shimenski decided he would buck the family trend of law enforcement and chose to join the military. The signs came early. As a boy, Shimenski was a fan of war movies, played with toy soldiers, and was adept at computer military simulation games. When Shimenski turned 16, he joined the National Rifle Association.

Shimenski's first choice of service was to join Special Forces and work within the intelligence community, but he fell short of admission requirements to West Point. Unfazed, Shimenski enlisted in the army. His goal was to be a Ranger, but again, his scores kept him out.

Regardless of his perceived failures, Shimenski is a good soldier and a good husband. He married his high school sweetheart just prior to joining boot camp, and hopes that after his service in Zekistan is complete, he can enjoy his long overdue honeymoon.



## CHAPTER 2: ROLL CALL

### PVT. SAMUEL JAY "GIDGET" OTA



**Rifleman**

**Rank:** Private

**Age:** 20

**Ethnicity:** Asian American

**Hometown:** Honolulu, HA

**Education:** High school

**Years in Service:** Less than 1

**Marital Status:** Single

Private Ota is probably too smart for his own good. The middle child of three (older and younger sisters), Ota proved to be something of a discipline problem for his family.

Test scores in school, though, proved that Ota was just restless—he was not being challenged at his level. Ota is also incredibly skilled with computers.

Regardless, Ota graduated from high school with poor grades, which hindered his college prospects. Ota joined the army with the intention of studying computer science, but he proved so adept with the M203 that he was immediately assigned to Infantry.

### NOTE

From time to time during the game, you will come under control of a third team, which is always referred to as Charlie. You can issue commands to that team in the exact same manner that you would to Alpha and Bravo Teams.



### UNITED STATES ARMY RANGER



The United States Army Rangers' mantra is most telling: "Rangers lead the way!"

The Rangers are perhaps the most elite combat soldiers in the United States military. Not any soldier can become a Ranger. The privilege of serving is only achieved by demonstrating a superior understanding of soldiering and undergoing extreme physical, mental, and emotional stress.

Rangers engage in special operations and lightning strikes—their special skills are vital to the success of this mission in Zekistan. Several Ranger squads are already operating within the borders. Alpha and Bravo Teams occasionally come in contact with these highly-trained, and understandably proud, soldiers.

### RANGERS IN HISTORY

The order of the Rangers has roots that trace back as far as 1622, when "Border Rangers" (men that defended the border between England and Scotland) crossed to North America with the early settlers. General George Washington first began referring to soldiers as Rangers during the American Revolution. Perhaps the best-known Ranger during the era was Brigadier General Francis Marion, who helped turn the tide against the merciless British General Cornwallis.

- C1
- C2
- C3
- C4
- C5
- C6
- C7
- C8
- C9
- C10
- C11
- C12
- C13
- C14
- C15
- C16
- C17
- C18

# FULL SPECTRUM WARRIOR™

PRIMA OFFICIAL GAME GUIDE



C1

The Rangers played significant roles in World War II, in both the Pacific and European Theaters. Rangers helped storm the beaches of Normandy on D-Day in 1944, as well as performed a stunning POW prison break behind enemy lines in Cabanatuan in 1945.

C2

Rangers continued to serve their country in the Korean and Vietnam Wars. This proud group of soldiers also served duty in Iran, Grenada, and Panama during the 1980s.

C3

Perhaps the most well known exploits of the Rangers in recent history are the events in Mogadishu, Somalia. While trying to extract a number of terrorist warlord Mohamed Farrah Aidid's top lieutenants, two Black Hawk helicopters were shot down over the city. Ranger teams sent to aid in the operation were now on a rescue mission that resulted in a brutal fifteen-hour firefight in the city streets.

C4

Rangers are currently serving in Afghanistan and Iraq.

C5

C6

C7

C8

C9

C10

C11

## BRITISH SPECIAL FORCES



Several nations are participating in the coalition dedicated to overthrowing Al Afad before he orders any more terrorist attacks and continues his plans for genocide. Fighting alongside American soldiers in Zekistan are British Special Forces, the most elite soldiers in Her Majesty's armed services.

C12

C13

C14

C15

C16

C17

C18

## ZEKI LIBERATION FRONT

### MOHAMMAD JABBOUR AL AFAD



The "Lion of Khyber," so named for his military exploits in Afghanistan, is now the ruling dictator of Zekistan. He accomplished this thanks to his bloody (and successful) efforts to crush opposing warlords and tribal leaders during the Zekistan Civil War, as well as with the help of his Zeki Liberation Front (ZLF).

Al Afad is the primary target of this operation in Zekistan. He is the ace of spades. And he is wanted dead or alive.

Taking Al Afad down, however, will not be an easy task for NATO troops in Zekistan. Even though Al Afad's military strength was heavily weakened by the air strikes that preceded ground action, he still commands a loyal, lethal army of terrorists that have vowed to repel NATO troops.

Expect Al Afad to be surrounded by his loyal Militia Guard, a cadre of elite ZLF troops that vowed to die before allowing harm to come to their great leader.

Should Al Afad be cornered, soldiers are to approach with extreme caution. Not only is it rightfully assumed that the man is well armed, but his alleged CIA training and combat experience has also honed Al Afad into a fierce soldier.

### ZLF SOLDIERS

There are no standout stars in Al Afad's ZLF—the only known quantity is Al Afad himself. He commands a merciless group of thugs that terrorize native-born Zekistani citizens. But now their call to duty is to deliver bloodshed on the NATO troops—the infidels—attempting to wrench control away from the "Lion of Khyber" and help put in place a democratic government.

ZLF Militia troops and terrorists have taken to the streets of Zekistan, armed with Soviet-era hardware:

- AK-47
- Dragunov SVD
- Soviet RPG-7
- USSR PKM



## CHAPTER 2: ROLL CALL

### NOTE

ZLF weaponry, as well as your own, is detailed in the next chapter. Study up on your enemy's firepower now. Always remember the six P's—Previous Proper Practice Promotes Perfect Performance.

#### ZLF MUHJAHIDEEN MILITIA GUARD

Al Afad has drafted his most lethal and elite men into his Muhajahideen Militia Guard—a deadly force that is well-trained in combat. (While information concerning specifics is classified and unconfirmed, it is believed that some of that training is legacy from the CIA's alleged involvement with Al Afad in Afghanistan.) None of Al Afad's thugs should be underestimated, but soldiers are advised to take particular caution when up against the Militia Guard.



Never underestimate the craftiness of these ZLF soldiers. They may not have gone through MOUT (Military Operations in Urban Terrain) training like your squad members, but they have several tactical advantages. Not only do they know these streets better than any overhead recon flight Air Force analyst, but they are already well entrenched in solid defensive positions.

Worse still, there is a frightening lack of self-preservation in Al Afad's thugs. These militiamen have zero regard for human life. Your bravery is always slightly tempered with self-preservation, the will to live to fight another day, but the same does not hold true for these men. Dying for Al Afad and his fundamentalist beliefs, dying while striking a blow against Western civilization—these are the dreams of glory for members of the ZLF.

The Militia Guard are well-equipped with the strongest firepower in Al Afad's arsenal. Some possess RPGs that can bring down a UH-60A and tear apart a platoon. Most carry a USSR PKM assault rifle—and they know how to use it with deadly accuracy.

When the Militia Guard are spotted in the area, stay particularly "frosty," because if you were surprised by the will to kill of the ZLF militiamen, the brutal tenacity of these Guards will downright shock you. If there was ever a time to shoot first, it's when going up against Al Afad's Militia Guard.

- C1
- C2
- C3
- C4
- C5
- C6
- C7
- C8
- C9
- C10
- C11
- C12
- C13
- C14
- C15
- C16
- C17
- C18


 C1  
C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

# WEAPONS AND VEHICLES

Good soldiers enter into combat situations with all the intelligence they can get their hands on. Before setting foot on the ground in Zekistan, take a moment to read about the weapons and vehicles currently being used in this operation. Not only should you be intensely familiar with your own weapons, but also the tools of Al Afad's terrorist network.

In addition to full comprehension of the firepower in play, you should also acquaint yourself with the vehicles you will encounter in the field—both NATO support vehicles and the abandoned Soviet tanks and trucks that Al Afad's forces have commandeered.

## WEAPONS

The list of weapons is split into three sections: Army Weapons, Training Weapons, and Enemy Weapons. Army Weapons are the weapons that your team uses while on the ground. Training Weapons are non-lethal variations of Army Weapons used in practice exercises. Enemy Weapons are the former Soviet Union-issued weapons used by the ZLF.

### NOTE

A full explanation of how to use these weapons in combat can be found in chapter 5, "MOUT".

## ARMY WEAPONS

These are the weapons that Alpha and Bravo Teams use while carrying out orders in Zekistan.

### M CLASS RIFLE



**Assigned To:** Rifleman/Team Leader

**Role:** Standard infantry weapon

**Fire Modes:** Semi-automatic/3-round burst

**Caliber:** 5.56mm

**Clip size:** 30 rounds

**Stopping Power:** High (semi-auto)/lethal (burst)

**Rate of Failure:** Low

The M Class Rifle is a lightweight semi-automatic rifle designed by the Army to provide Infantry with a close-quarter-capable weapon that is also able to take down targets at an extended range with acceptable accuracy. The improved design features (many shared with the M16A2 semi-automatic rifle) include a selector lever that switches between semi-automatic and burst mode, the latter providing the soldier with great accuracy without expending too much ammunition.

### HISTORY

The M Class Rifle is the replacement of the XM177, a popular weapon that saw widespread use in Vietnam. There was initial resistance to the XM177, as it had a bright muzzle flash that could give away position. Once fitted with a flash suppressor, the XM177 (both in its E1 and E2 variants) was a hard weapon to give up, as it had impressive stopping power—a must in a combat situation where you need to put your target down and keep him there.

### M CLASS RIFLE WITH M203 40MM GRENADE LAUNCHER



**Assigned To:** Grenadier

**Role:** Anti-light/unarmored vehicles

**Fire Modes:** Area-effect weapon/cover penetration

**Caliber:** 40mm

**Clip Size:** Single-fire (breach loading)

**Stopping Power:** Lethal (5m kill zone/15m injury zone)

**Rate of Failure:** Very Low

This upgraded M Class Rifle is equipped with the lightweight M203 grenade launcher. The M203 fires a powerful grenade with stunning accuracy up to 400 meters. The Grenadier must always consider whether or not they are too close to the target, as the discharged grenade has a potent back blast.



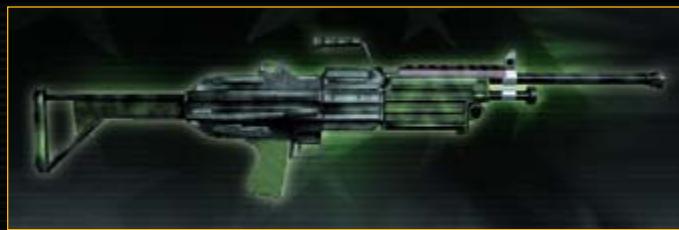
# CHAPTER 3: WEAPONS AND VEHICLES

The M203 is best used against groupings of enemy soldiers, or to destroy cover. Often, the destruction of cover, such as an automobile, results in the elimination of the target hiding behind it.

## HISTORY

The M203 was designed to replace the M79 grenade launcher, which saw widespread use during the Vietnam War.

## SQUAD AUTOMATIC WEAPON (SAW) M249 LIGHT MACHINE GUN



**Assigned To:** Automatic Rifleman

**Role:** High casualty-producing weapon

**Fire Modes:** Full auto/cover penetration/cover and suppression fire

**Caliber:** 5.56mm

**Clip Size:** 200 rounds

**Stopping Power:** Lethal

**Rate of Failure:** Medium

The M249 SAW has long enjoyed a solid reputation for accuracy and reliability. However, most M249s in active use are now a decade old and starting to suffer occasional failures. In the hands of the Automatic Rifleman, the M249 is a lethal gun with incredible stopping power. Not only can the M249 chew through many types of cover, but its ferocity also makes it an excellent option when suppression fire is required.

## HISTORY

Belgian gun manufacturer FN Herstal originally designed the M249 in the late 1970s. When the weapon entered production in 1982, the United States Army ordered it in great quantities, and renamed it the M249 SAW.

## GRENADES

In addition to the rifles, your team also carries two types of grenades: fragmentation and smoke. Fragmentation grenades deliver area-effect blasts that terminate nearby targets. Smoke grenades are used to provide cover in open environments. These grenades come in limited quantities, so waste not, want not.

## TRAINING WEAPONS

While training, your fire team carries non-lethal versions of the M Class Rifle and the SAW M249. These training weapons are identified by blue and red barrels—this way, they are never mistaken during exercises for live weapons.

### M CLASS RIFLE



SAW M249

## ENEMY WEAPONS

The Soviet Union left behind a great deal of arms in Zekistan. Unfortunately, the majority of these weapons found their way into the hands of Al Afad's ZLF forces. While all of these weapons are lethal in the right situation, keep a sharp eye out for thugs carrying RPG-7s and Dragunov SVD sniper rifles.

### AKM AK-47 KALASHNIKOV



**Assigned To:** ZLF Forces

**Role:** Standard infantry weapon

**Fire Modes:** Semi auto/full auto

**Caliber:** 7.62mm

**Clip Size:** 30 rounds

**Stopping Power:** High

**Rate of Failure:** Medium

The majority of Al Afad's terrorist thugs carry this all-purpose assault weapon, the AK-47. Despite the age and wear of these weapons, they are still extremely lethal death-dealers, especially in the hands of a trained shooter or a suicidal madman.

C1

C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

# FULL SPECTRUM WARRIOR™

## PRIMA OFFICIAL GAME GUIDE



C1

### History

The AK-47 has a reputation for being an incredibly reliable weapon; the brainchild of famous Russian inventor Mikhail Kalashnikov who imagined the assault rifle while recovering in the hospital from World War II combat injuries. It is believed that over 30 million AK-47 rifles are currently in circulation.

C2

C3

C4

C5

### DRAGUNOV SVD (SNAYPERSKAYA VINTOVKA DRAGUNOVA)



C6

C7

C8

C9

C10

**Assigned To:** ZLF Forces

**Role:** Sniper rifle

**Fire Modes:** Semi auto

**Caliber:** 7.62mm

**Magazine Style:** 10 round detachable magazine

**Stopping Power:** Lethal

**Rate of Failure:** Medium

C15

The Dragunov SVD was developed by the Soviets as a sniper rifle, exclusively. When the Soviets abandoned Zekistan, many of these rifles fell into the hands of Al Afad's victorious troops. The SVD is an exceptionally accurate sniper rifle. A head, neck, or chest shot is lethal, making its circulation amongst the ZLF particularly unnerving.

C16

C17

C18

### HISTORY

In 1963, the Dragunov SVD, developed by Yevgeny Dragunov (a colleague of Kalashnikov, the creator of the infamous AK-47), was deployed within the Red Army. It was standard for every infantry squad to have one man trained with the SVD. The weapon was used extensively during the Soviet occupation of Afghanistan, and is still in use with the Soviet army. It has seen service in Chechen conflicts, and is even employed by Russian law enforcement officers.

### NSV CREW-SERVE HEAVY MACHINE GUN

**Assigned To:** ZLF Forces

**Role:** Mounted heavy machine gun

**Fire Modes:** Full auto

**Caliber:** 12.7mm

**Magazine Style:** 50 round ammo box

**Stopping Power:** Lethal

**Rate of Failure:** High

NSV Heavy Machine Gun nests have been set up at various points in Zekistan by Al Afad's troops, expecting the arrival of NATO troops. These stationary guns are extremely effective at tearing apart squads and pinning down teams in unfavorable positions. NSV guns can also be loaded onto vehicles and made mobile, but this lowers the gun's accuracy. NSVs typically require two operators. One is a triggerman, while the other is assigned to loading ammo boxes.

### HISTORY

The NSV entered into production in the 1970s, originally intended as a tank-mounted commander's gun. The weapon later found use as an anti-aircraft weapon, as well as a support gun for Russian infantry. The weapon is still used on today's Russian tanks, and is also used by the Finnish army—a former Soviet Union foe.

### RPG-7



**Assigned To:** ZLF Forces

**Role:** Anti-armor

**Fire Modes:** Single fire

**Caliber:** 85mm rocket

**Magazine Size:** 1 Rocket Propelled Grenade

**Stopping Power:** Lethal

**Rate of Failure:** Low

The Soviet Rocket Propelled Grenade (RPG-7) is perhaps one of the most well-dispersed of the abandoned Soviet weapons. It seems that every terrorist has at least a few in their arsenal. The RPG-7 is extremely effective on vehicles, including airborne targets like helicopters. However, the



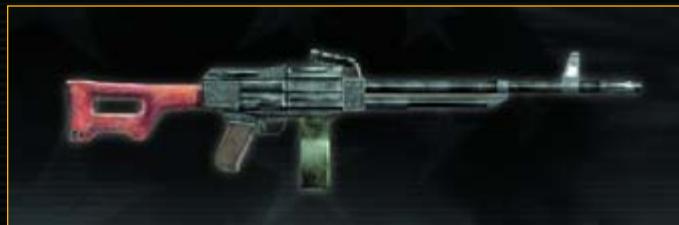
# CHAPTER 3: WEAPONS AND VEHICLES

weapon is useless in close-quarter combat, as not only does it have a powerful back blast, but the grenade will not even arm itself until it has traveled 100 meters. The grenade self-detonates at 500 meters if it has not yet reached a target.

## HISTORY

The RPG was originally designed as a tank-buster, but most Americans know the weapon as the anti-aircraft weapon used by warlord Aidid's loyalists in the Battle of Mogadishu, in Somalia, 1993. RPG fire brought down two Black Hawk helicopters, resulting in several American deaths.

## USSR PKM (PULEMYOT KALASHNIKOVA)



**Assigned To:** ZLF Forces

**Role:** General-purpose machine gun

**Fire Modes:** Full auto

**Caliber:** 7.62mm

**Magazine Style:** Belts of 100, 200, or 250 rounds

**Stopping Power:** Lethal

**Rate of Failure:** Medium

The PKM is an improved version of the PK, which was designed in the 1960s as a general-purpose machine gun for the Soviet army. Improvements in the PKM (modified) edition include reduced weight and increased reliability from the frequently malfunctioning PK model. The PKM can be either carried or positioned on a bipod or tripod for increased accuracy.

## HISTORY

Kalashnikova developed the original PK machine gun at the same time two other Soviet weapon designers, Grigory Nikitin and Yuri Sokolov, were working on a belt-fed machine gun. Extensive testing of the prototypes of each gun revealed that the PK was not only more reliable, but it was cheaper to produce. Despite the professional setback, Nikitin and Sokolov eventually developed a successful weapon for the Red Army: the NSV heavy machine gun.

## VEHICLES

Now that the military action in Zekistan is in the ground phase, NATO troops—especially the Army—has deployed a number of vehicles to provide combat assistance and direct support of Infantry and Rangers.

There are four types of vehicles in use in Zekistan: combat vehicles, air support, ground support, and enemy vehicles. Combat vehicles include American tanks that engage the enemy. Air Support includes helicopters and recon airplanes. Ground support vehicles include medical trucks. Finally, enemy vehicles are those under Al Afad's command.

## COMBAT VEHICLES

### M3 BRADLEY FIGHTING VEHICLE



The M3 Bradley Fighting Vehicle is primarily used as an armored infantry transport, but the vehicle is also equipped with adequate firepower to destroy enemy transports and tanks. During the operations in Zekistan, the Bradley helps flush out and eliminate enemy positions, thanks to its firepower and imposing presence.

## INTERESTING FACT

The Bradley is an amphibious vehicle. Current models use a quick-inflating floating device to cross bodies of water. Top speed? A mere 7.2 mph, but the Bradley's firepower and armor keep it from becoming a sitting duck.

C1

C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

# FULL SPECTRUM WARRIOR™

PRIMA OFFICIAL GAME GUIDE



C1

## M1025-ARMORED PERSONNEL CARRIER



C10

The M1025-Armored Personnel Carrier is designed for durable, off-road activity without significant loss of handling. It is a troop transport, but should the M1025 model find itself in hostile territory, the roof-mounted M2 or M60 machine guns, as well as an optional MK19 grenade launcher, could be used to repel attack.

C11

### INTERESTING FACT

Action star and California governor, Arnold Schwarzenegger, helped introduce the Humvee as a general consumer vehicle.

C12

### AIR SUPPORT

#### AH-64D LONGBOW



C13

#### AIR SUPPORT

#### AH-64D LONGBOW

The Apache Helicopter (AH) Longbow is a twin-engine combat helicopter, equipped with advanced Hellfire missiles and a M230 Chain Gun. The Longbow is also fashioned with a revolutionary radar system and in 2005, the helicopter will be equipped with a new night vision and targeting system.

C14

C15

C16

C17

C18

### INTERESTING FACT

The Longbow has been used in both Operation Anaconda in Afghanistan and Operation Iraqi Freedom. The helicopter will see a continued presence in the region, as Kuwait ordered sixteen Longbows for delivery in 2005.

## AH-6J



The AH-6J is the most recent model in the AH-6 line of tactical helicopters. It is customizable with several weapons systems, including M134 "miniguns," MK19 grenade machine gun, Hellfire missiles, and air-to-air Stinger missiles. These "birds" will also help with recon missions in the air over Zekistan.

## E-8C JOINT SURVEILLANCE TARGET ATTACK RADAR SYSTEM (JSTARS)



The E-8C airplane is an airborne battle management and control center used in combat situations to gather intelligence and support ground forces with enemy position and targeting information. The E-8C offers support and intel for Army Infantry.

### INTERESTING FACT

The E-8C is a modified version of the Boeing 707 series of commercial airplanes.



# CHAPTER 3: WEAPONS AND VEHICLES

## UH-60A



The UH-60A is often used to insert troops on the ground in perilous situations, such as the current battle in Zekistan. Up to eleven fully-equipped soldiers can fit in a UH-60A, which is able to drop off and extract the team usually before the enemy is alerted to the helicopter's presence.

Unfortunately, the UH-60A is weak against ground-based rocket fire—its armor is only able to repel rounds up to 23mm.

## GROUND SUPPORT M-923 5-TON TRUCK



The multipurpose M-923 5-ton trucks have been deployed in Zekistan to offer medical support to NATO ground forces. They can be easily identified in the field by the giant red cross on the trailer canopy.

## ENEMY VEHICLES

### ARMORED TECHNICAL VEHICLE, ZLF MILITIA

Al Afad has gotten his hands on some good ol' Detroit steel, fitting these pickup trucks with armor plating from disabled military vehicles. Many of these trucks have been equipped with HSV machine guns, making them mobile gunner's nests. At least two hits from the M203 should be enough to disable one of these trucks permanently.



### SOVIET BMP-1

The BMP-1 (Boevaya Mashina Pekhota) was developed in the 1960s to replace the aging and underperforming BTR-50P tank. This heavily armored attack vehicle can withstand a direct hit from a .50 caliber shell. The BMP-1 is equipped with 73mm short recoil gun—powerful enough to pierce 11.8 inches of armor if fired at zero degrees (parallel with flat ground).



Hopefully, Al Afad does not have many functioning BMP-1 tanks in his possession, as most Infantry teams do not have the firepower to stop one.

### RUSSIAN T-72BM

The T-72BM tank was accepted into the Russian Army in 1988, only a few years before the Soviet withdrawal from Zekistan. Hopefully, this short overlap means few of



these tanks made it to the region—and even fewer are still functional. The BM variation of the T-72 heavy tank is equipped with a 125mm turret gun and extra armor.

- C1
- C2
- C3
- C4
- C5
- C6
- C7
- C8
- C9
- C10
- C11
- C12
- C13
- C14
- C15
- C16
- C17
- C18

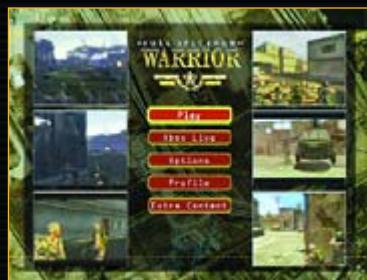


## C1 C2 C3 C4 C5 C6 C7 C8 C9 C10 C11 C12 C13 C14 C15 C16 C17 C18 **BOOT-UP CAMP**

When you begin *Full Spectrum Warrior*, you access a Main Menu screen that gives you many options—from jumping right into the game to tweaking with in-game options, from seeking out an Xbox *Live* game to watching unlocked cinema scenes.

### MAIN MENU

From the title screen, press **A** or **START** to access the top level menu screen, which offers you the following selections:



- Play
- Xbox Live
- Options
- Profile
- Extra Content

Highlight the selection you want with the control stick and press **A**.

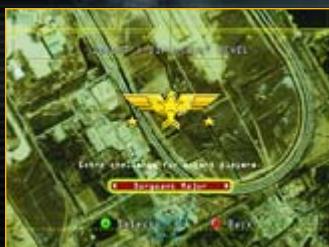
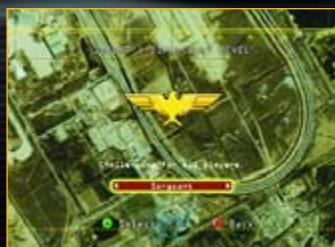
### PLAY



The Play menu opens up three play options:

- **MOUT Course:** Basic training courses to acquaint you with the controls and general flow of in-game action.
- **Solo Campaign:** The single-player game, comprised of eleven dangerous missions behind enemy lines.
- **Co-op Campaign:** Team up with another player via Xbox *Live* to take on Al Afad's thugs, one mission at a time.

When you begin the Solo Campaign, you can select the mission you would like to play from the missions you've unlocked; and you can choose the save point you want to start at.



When you begin a new game in *Full Spectrum Warrior*, you can choose between two difficulty levels: Sergeant and Sergeant Major. Sergeant is the normal level of difficulty, and is the basis for the strategy presented in this guide. Sergeant Major is a bit harder; there are more enemies positioned in each level and they are better shots.

### NOTE

Should you complete the game on both difficulty settings—Sergeant and Sergeant Major—you will unlock Authentic Mode. Authentic Mode strips away most of the on-screen interface, such as ammunition count, as well as disabling all save points except those at the start of each mission. Authentic, indeed.

### XBOX LIVE

This selection begins the online component of *Full Spectrum Warrior*. Wade into combat with a friend or partner to sweep the streets of Zaffera.

### OPTIONS

*Full Spectrum Warrior* gives you many options to adjust the game to your personal preferences.

- **Audio:** Adjust the individual volume levels for sound effects, music, and speech; and turn subtitles on or off.
- **Video:** Adjust the brightness of the display. If you are having trouble discerning some of the enemies from the backdrops due to darkness, raise the Gamma level.
- **Controls:** View the control layout, turn vibration on and off, and adjust the camera axis.
- **Xbox Live:** Set up or select an existing Xbox *Live* account.





# CHAPTER 4: BOOT-UP CAMP

## PROFILE

So more than one person can play *Full Spectrum Warrior* in your household, you can create multiple in-game profiles from this screen.

When you first begin the game, you need to create a new profile. But when you return to play after turning the Xbox off, you must select your profile from the list before starting the game.



## EXTRA CONTENT

As you play *Full Spectrum Warrior*, you will unlock special features, as well as save special replay files to watch your progress through the game.

- **Saved Replays:** Watch replays of your previous missions.
- **Cheat Codes:** Input special codes to unlock hidden features.
- **Bonus Material:** Watch cinema scenes you have unlocked, as well as special production features created by Pandemic Studios.
- **Content Download:** From time to time the game's creators will make special content, such as extra missions, available for download to Xbox Live subscribers.
- **Credits:** Take a peek at the folks who fought the good fight so you could enjoy this game.



## PAUSE MENU

While playing the game, you can press **START** to pause the action. This brings up an in-game menu screen.

From this Pause Menu, you can access several options.

- **Resume Game:** Get back to the fight.
- **Options:** Adjust the audio, video, and control options.
- **My Xbox Live:** Change your Xbox Live settings.



- **Redeploy:** Disengage from your current mission and select a new mission.
- **Save Replay:** Save the replay of the current mission under a specific name.
- **Retreat:** Quit the game and exit to the Main Menu.

## REPLAYS

While playing *Full Spectrum Warrior*, you can record your actions in the battlefield to watch later. When you watch a replay, a time meter appears at the bottom of the screen to show you how far you are into your replay.

At any time while viewing a replay you can take control of the fire teams. Dissatisfied with how you handled the alleys near the refineries? Used all of your M203 grenades before you absolutely needed them to

complete a mission? Watch the replay, wait until the right moment, then take control of the action and change your fate.



## XBOX LIVE PLAY

*Full Spectrum Warrior* features Xbox Live play where two players join up to defeat Al Afad's forces. Each player takes control of one of the fire teams in each mission. You must work together to achieve mission goals. Only through cooperation can you hope to turn back Al Afad's thugs and save the people of Zekistan from the "Lion's" tortuous reign.

While playing, use the Xbox Live headset to talk to each other. Keep each other apprised of the current situation. Remember, good intelligence is the key to victory when you are "in-country." For example, if you are running low on ammo and need to head back to a CASEVAC site to restock, let the other player know. Your partner doesn't want to engage the enemy in a firefight without backup from you.

At the end of each mission chapter, we detail several helpful strategies for ensuring success when taking *Full Spectrum Warrior* online.

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

## MOUT 101

Welcome to advanced training, soldier. Before going "in-country" (being inserted into enemy territory), you must do more than understand the basics of urban warfare. You must consider it an art, one that must be practiced to perfection if you have any hope of not only completing your mission successfully, but also living long enough to collect your pension.

Wars are no longer fought on expansive battlefields, such as the beaches of Normandy or the jungles of Vietnam. More soldiers are seeing combat in intense urban environments, such as the streets of Baghdad or the city centers of Kabul.

With this change in war terrain, there had to be a new approach to soldiering, a new mindset for the 21st Century soldier—the Full Spectrum Warrior. It's called MOUT: Military Operations in Urban Terrain. MOUT is used to describe any military action that takes place in a township, city, or heavily populated area, such as Zaffera, where all operations take place in *Full Spectrum Warrior*.

Al Afad's men have promised to take the fight to the streets, engaging coalition forces in dangerous block-by-block fights. City interiors are highly difficult places to conduct modern warfare. Not only must a soldier consider the increase in hiding places (rooftops, alleyways, dumpsters), but he must always consider the presence of civilians. Quick thinking is required. Discerning an enemy combatant from a civilian is pivotal to success on all fronts—the battlefield, as well as less-than-objective media reports back home and abroad.

Because Zaffera is such a dense urban setting—the city planner's office was obviously not consulted often—coalition forces cannot rely on large-scale weapons and vehicles to get the job done. The brunt of the action falls on the backs of ground forces.

Always remember: This is foreign territory, Al Afad's backyard. Keep your eyes peeled for hostile troops (known as "tangos") and your wits about you. Carefully read this section, as it reinforces not just the basics of MOUT, but also provides you with some advanced tactics that may save your life.

## BASIC COMMANDS

### COMMANDING THE TEAMS

In *Full Spectrum Warrior* you control two fire teams—two groups of four men that must work in tandem to achieve mission objectives. The Army is recruiting armies of one, not one-man armies—cooperation is the only way you can take Zaffera back from Al Afad.

Think of the two fire teams, Alpha and Bravo, as your left and right arms. In order to get the job done, they must work together. One hand may start a task that only the other can finish. Very few situations in the game require the brute strength of a single fire team.

### UNDERSTANDING JOBS

Within each team, there are four soldiers, each with a different job. In order for a team to succeed, you must understand the function of each soldier and how they fit into the unit.

- **Team Leader:** Carrying the M Class Rifle, the Team Leader directs the team from location to location, calling all shots within the unit.
- **Automatic Rifleman:** The Automatic Rifleman carries the M249 SAW, the heaviest gun in the team. He fires rounds downfield to protect the team.
- **Rifleman:** Also carrying an M Class Rifle, the Rifleman shoots where the Team Leader directs, and *only* where the Team Leader directs.
- **Grenadier:** The Grenadier carries the most boom-boom in the team, the M203 grenade launcher, as well as fragmentation and smoke grenades.





# CHAPTER 5: MOUT

## HEADS-UP DISPLAY

The game screen contains several useful meters and icons that help you guide your teams across the city, allowing you to keep an eye on ammunition levels, position, and the integrity of cover.



**1. Compass Ribbon:** Need to know what direction your team is facing? The Compass Ribbon along the top of the screen is a quick way to tell which direction your Team Leader has instructed the team to look. The direction of your Mission Objective is designated with a blue triangle on the ribbon.

**2. Ammunition Level:** *Full Spectrum Warrior* does not measure your bullets round by round. Instead, this percentage tells you how much ammo your team has left. Naturally, 100 percent is full. When your team starts getting down to twenty percent, it's time to conserve rounds.

**3. Soldier Selector:** Each of the four soldiers is assigned to a direction on the Xbox controller's D-pad.

- Ⓐ: Team Leader (TL)
- Ⓑ: Automatic Rifleman (AR)
- Ⓒ: Grenadier (G)
- Ⓓ: Rifleman (R)

**4. Current Team:** This tells you which team you currently have control over: Alpha, Bravo, or occasionally, Charlie.

**5. Icon Box:** Pay close attention to this box while playing, as it tells you the status of your team's position in the field. The Icon Box helps you designate cover positions, corner positions, and other battlefield placement.

## BASIC COMMANDS

### SWITCHING TEAMS

As you work your way through the dangerous streets of Zaffera, you must constantly switch back and forth between the two fire teams, Alpha and Bravo. To switch between teams at any given moment, press ⓧ.

### SITUATIONAL AWARENESS

Remember, you are seeing the action in the game as if you were right there with the fire teams. So, in order to see in a particular direction, you must face that way. With the Team Leader selected, use the left analog stick to look around, and press ⓧ when you are pointing the direction you want the team to face.

### CAMERA

The left analog stick rotates and tilts the camera to ensure situational awareness. Now, remember that the camera is, in essence, the eyes of the currently selected soldier. You cannot start swinging the camera.

### ZOOM

You do, however, have a very useful zoom function that allows for closer inspection on specific areas. When you need to take a closer look, for example, at a potential target (is that really an enemy sniper?), hold down ⓧ.

### MOVING

Your teams will not move a muscle until ordered, so if you want them to take up a new position, you must issue a direct command. Movement orders are set up by the left analog stick.

When the right analog stick is used (and you have not issued an order to shoot), a Movement Cursor appears on screen. It consists of four circles (each one corresponding to a team member) and a rotating cone that allows for easy tracking in the busy environment.



Move the cursor around on-screen with the left analog stick. Once the cursor is where you want the team to go, press ⓧ and the team starts hoofing it.



C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

## ICON BOX

You must keep an eye on this box, as it directly correlates with your movement orders. Depending on your destination, different icons appear in this small box that help determine the conditions of your arrival.



**Corner Position:** This designates that your destination is a protected corner. Corners provide excellent cover, which is extremely important.



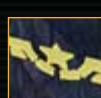
**Cover Position:** This designates that you arrive behind useful cover. Whether or not that cover holds very long depends on the cover object's structural integrity.



**Aid:** This cross designates that you arrive at either a CASEVAC (Casualty Evacuation Site) or at the site of a fallen soldier that needs help.



**Hourglass:** The hourglass designates that your team is following an order and a new one cannot be issued unless you cancel the current order.



**Deployment Position:** Should you wish to stop playing or get killed, your men can redeploy at these positions, marked by this star.

C15

## ALWAYS SEEK COVER

The key to survival in *Full Spectrum Warrior* is to move from cover point to cover point. Never leave your team in the open. It results in casualties, and casualties are unacceptable to your commanding officer.

So, as you move down each block or through courtyards, always move from cover to cover. From an old car to behind a sofa—it doesn't matter, as long as you are never in the line of fire.



When you are behind cover, a small shield icon appears over your team. The same is true for enemy troops. If they are covered, a shield icon designates it.

Now, not all cover is created equal. Different types of cover last longer than others. Cars, sandbags, concrete barriers—these are the best and last the longest, absorbing almost all enemy fire.



Lesser cover, like refrigerators, wooden crates, and couches, cannot absorb as much and begins to break down. Keep an eye on your shield icon. As the structural integrity of your cover fails, the shield icon begins to vanish. Once that shield is gone, you are unprotected.



Another great place to seek cover is a corner. Use the Corner Position in the Icon Box to verify that you are indeed moving into a covered, corner position. Corner positions allow great visibility of enemy positions.

## CAUTION

Corner positions can be nullified. Bullets slowly eat away at the corner, eventually exposing your team.



# CHAPTER 5: MOUL

If you find yourself caught by enemy fire in the open, such as in the middle of moving, quickly press **□** to order your team to seek cover. This scatters your team. It may preserve life, but you can no longer be a cohesive unit until your team leader brings the men back together.

## GLOBAL POSITIONING SYSTEM

Fortunately, you are not entirely blind to enemy territory. You do have maps of the area, which can be viewed by accessing your Global Positioning System unit. To bring up the Global Positioning System display, press **SLK**.



The Global Positioning System screen displays current team positions, mission objectives, identified enemy positions, CASEVAC sites, and deployment positions.

### LEGEND:

	Alpha Team		Enemy position
	Bravo Team		CASEVAC site
	Mission objective		Save Point

When you begin a mission, you have no solid intelligence on enemy positions. When an enemy is spotted, though, it is immediately marked with the red triangle on the Global Positioning System screen. Should you suspect enemy activity in the area ahead, you can request a fly-over by pressing **□** while looking at the Global Positioning System. Remember: You only have one fly-over per mission.

## CAUTION

Intelligence is a very fluid thing. Al Afad's men are always on the move, and the last recorded position of an enemy may not be accurate by the time you commence your attack on the last-known position. The best intel is that which you gather with your own two eyes.

## DEPLOYMENT POSITIONS

When you complete one of the objectives in a mission, you can redeploy your men from these positions should one of your teams get cut down, or you need to stop the game.



## RADIO

Your Team Leaders have been issued radios. You can use these radios by pressing **WHT**. Use the radio if you ever need to reconfirm your mission objective, or if your commanding officer has ordered an update.



# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

## ENGAGING THE ENEMY

Each team member is carrying some pretty impressive firepower. These firearms are put to serious use in the streets of Zaffera, so take 'em off safety.

C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

### SHOOTING

Because this is a hostile area, the members of your team have been ordered to shoot if they find themselves in direct visible danger. The operative word here is "visible," as there are a great deal of unseen opportunities to die if you do not try to actively target the enemy.

## CAUTION

Your team members may be ready to automatically fire at a target that directly engages them, such as a ZLF thug that starts moving toward the team without cover, but do not try to coast this way. Remember, your team is always looking in the direction the Team Leader has ordered them to, and if an enemy approaches from the side or rear, your team may not see them until it is too late.

### FIRE CURSOR

When you have acquired a target-marked with a bright red rectangle on your HUD—tap  $\mathbb{A}$  to bring up a Fire Cursor. The Fire Cursor is a large orange circle. You shoot any target within the circle when you quickly tap  $\mathbb{A}$ .



### FIRING FROM A CORNER POSITION

The Corner Position is your most advantageous position to shoot from. You may not only surprise your enemy, but you are also completely covered if they begin to return fire.



Once behind a corner, press  $\mathbb{A}$  to bring up the Fire Cursor. Place the cursor over the tango (or ZLF thug), and press  $\mathbb{A}$  to shoot. Your team fires until the target has been neutralized.

## NOTE

Firing from a covered position is very similar, except you must pop up to fire at an enemy, leaving your soldiers' heads temporarily exposed.



Be careful when engaging an enemy from this position.

### SUPPRESSION FIRE

When you have engaged a tango, but he is using cover, you can try to keep him pinned by laying down suppression fire, a hail of bullets so thick the enemy refuses to stand up or move anywhere. This is especially useful when:

- An enemy is firmly entrenched behind cover.
- You need to cross an open area and have identified tangos in a specific direction.

To lay down suppression fire, bring up the Fire Cursor by pressing  $\mathbb{A}$ . Position the circle over the tango, then hold  $\mathbb{A}$  until you hear the order given for suppression fire. Your men move into position and start unloading their weapons at the target.



## CAUTION

Suppression fire devours your ammo supply. Always keep an eye on your ammo meter on the HUD, and cancel the suppression fire order as soon as the tango has been eliminated so you don't waste any rounds.



# CHAPTER 5: MOUT

While the tango is cowering from your storm of bullets, switch teams and move them into position to shoot the target.



## NOTE

Just because the tango is ducking from the suppression fire or corner fire doesn't mean he has closed his eyes. If the tango notices your team is moving into position, he breaks off the engagement and shoots at the moving team.

## GRENADES

In addition to rifles, your teams have grenades that are effective in an urban environment, such as Zaffera. However, always bear in mind that in the field, grenades are a precious, limited commodity. Do not waste them if you are unsure of their usefulness in a particular situation. Your Grenadier is responsible for all of your grenades, so press  $\diamond$  to select him, or hold down  $\diamond$  to call up the grenade menu.



Once the Grenadier is active, you can choose from three types of grenades assigned to the D-pad:

- Fragmentation grenade: Produces a powerful kill radius that eliminates a nearby target.
- Smoke grenade: Produces a thick cloud of smoke that obscures your team's movement from enemy eyes.
- M203: This is the grenade launcher, which projects a grenade at a faraway target, exploding on contact. Best used against vehicles.

## FRAGMENTATION "FRAG" GRENADE

Once the frag grenade has been selected, an arc appears on-screen. Use the right stick to manipulate this arc until the far end is touching the area on the target you want to hit. Once you are ready, press  $\diamond$ .



## TIP

You can put those geometry lessons to good use in Full Spectrum Warrior. If you do not have a direct shot at a tango, try banking the grenade off a wall. If your calculations are true, the grenade bounces off the surface before detonating and destroys the target.

## SMOKE GRENADE

When you have an open area to cross and you are unable to visibly detect tangos, use a smoke grenade to put up a vision-obscuring screen.



Select the smoke grenade from the D-pad and aim the arc at the desired location. Press  $\diamond$  to throw it.



Don't just run out as soon as the grenade starts spewing smoke. You need to wait until the maximum amount of smoke has been expelled from the grenade and the wind has created a screen large enough to pass behind safely.

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

## CAUTION

Wait too long and the smoke dissipates while you are crossing the open area. If tangos are able to detect any movement on the other side of the screen, they open fire.



Select the M203 from the grenade menu (Q) and you see a small orange Fire Cursor on-screen. This is how precise the M203 is, so aim well. Once the cursor is over your target, press A to fire.

In addition to eliminating an enemy from far away, the M203 is very effective at killing a tango entrenched behind destructible cover, such as a vehicle. In this example, the grenade blows up the car, shattering the tango's body.



## NOTE

Grenades have a kill radius that does not discriminate. Make sure you throw and launch a grenade far enough from your team so you are not caught in the blast.

## ADVANCED TACTICS

Now that you know how to move your teams and shoot at targets, it's time to combine these actions into effective area-clearing maneuvers, as well as learn about your most powerful weapon: the air strike.

### BOUNDING

When you know that the path ahead is clear of any tangos—or, at least, any tangos that can shoot at you—you can issue a basic movement order. However, when you do not have complete intel on enemy positions and you have to move, order your team to "bound."

Bounding combines moving and shooting. It is a very controlled movement that spaces out your team members, while directing them to keep their guns trained in a specific direction, often providing cover fire. Should they encounter a tango, the bounding team immediately opens fire and eliminates the hostile target.

To order a bound, have the Team Leader place the Movement Cursor on the location the team needs to move toward. Hold A until a Fire Cursor comes up.



Next, position the cursor in the direction you wish to fire should an enemy appear. Press A and the team bounds in that direction.

## NOTE

Bounding is the best command to issue when you are crossing an opening, such as an alleyway, but have been unable to identify a tango at the far end from the corner position.



# CHAPTER 5: MOUL

## AIR STRIKES

Sometimes, the fire teams encounter targets too big to deal with on their own, such as a tank. When heavy artillery is discovered in the field, you can "call down the thunder" by ordering an air strike. You have a limited number of these at your disposal, so use them wisely.

To order an air strike, you must "paint" the target so the helicopter that launches the air attack knows which target needs to be neutralized. To paint the target, access the grenade menu (hold  $\mathbb{X}$ ), then press  $\mathbb{A}$  to select the air strike. A Red Cursor appears on-screen. Move the cursor over the target, then press  $\mathbb{A}$ .



## WOUNDED

Unfortunately, it can get pretty rough in a combat situation. People get wounded, sometimes to the point they can no longer move on their own. When this happens, you must help out—no one is left behind.

## RESCUE

Sometimes, you are ordered to rescue a wounded soldier. To offer aid and assistance, place the Team Leader's Movement Cursor over the body of the wounded man. (When you are on the wounded, the Icon Box displays a cross.)



Press  $\mathbb{A}$  to head for the wounded. One of your men picks up the soldier and slings him over his shoulder. He then carries the man to an area designated by your Team Leader.

## NOTE

Carrying a wounded man slows the team down, and you effectively lose one gun. A burden, yes, but a necessary one. Keep in mind the slower pace of your team's movement when issuing orders.

## CASEVAC

When an area is secure, CASEVAC trucks are often dispatched. You can spot CASEVAC units in the area with your Global Positioning System, or identify them in the field by the large red cross on the side of the truck.



If one of your men is severely wounded, make your way to a CASEVAC truck to receive medical attention. Remember, carrying a wounded man slows down your team.

You can also replenish ammo at CASEVAC trucks, so if you run low on rounds, head for the nearest CASEVAC to stock up.



C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

## CHARLIE TEAM

Sometimes, you encounter other teams in the field that have been cut off from their units. If you need to temporarily take command of one of these teams, they are referred to as Charlie Team. To select Charlie, hold down **Y**. If you want to switch back to Alpha and Bravo while controlling Charlie, just tap **Y**.

C5

## READY FOR DEPLOYMENT

That's it, soldier, you're ready to head in-country. Just remember these basics while in the field, and you won't have trouble making this mission a success:

C8

- Movement is always from cover to cover. Never leave a team in the open.
- Use Alpha and Bravo Teams in tandem to ensure safe movement in hostile territory. If a tango is in the area, issue movement orders only when cover fire is provided.
- Always consult your Global Positioning System. It is an essential tool in the battlefield that prevents you from getting lost in the labyrinth of city streets and alleys.
- Intel has a short shelf life. Just because a recon flight has spotted an enemy in one position doesn't mean it will still be there minutes later.

C9

- The best intel is information you gather with your own eyes.
- Always use the Icon Box, especially when taking a Corner Position. It prevents you from accidentally overshooting your destination and putting a team member in the open.
- Remember that grenades have a kill radius, so make sure you throw them from an adequate distance.
- As effective as the M203 is, you do not have an unlimited supply of rounds. Make them count.
- Always cancel suppression fire orders when the tango has been neutralized or the other team has moved to a safe location. Conserve ammo.
- When you are low on ammo, consult the Global Positioning System for the nearest CASEVAC location to restock.
- Do not get too close to an already-engaged tango your second fire team has been sent to eliminate. If the tango spots you, it breaks off and fires at the second team.
- Remember that different kinds of cover provide different safety windows. A wall of sandbags lasts much longer than an old sofa.
- Don't get fancy. If a simple burst of fire will do, don't use a grenade just because it makes a bigger boom. Let the generals back at the war room worry about theatrics.

C10

C11

C12

C13

C14

C15

C16

C17

C18





# CHAPTER 6: WAR GAMES

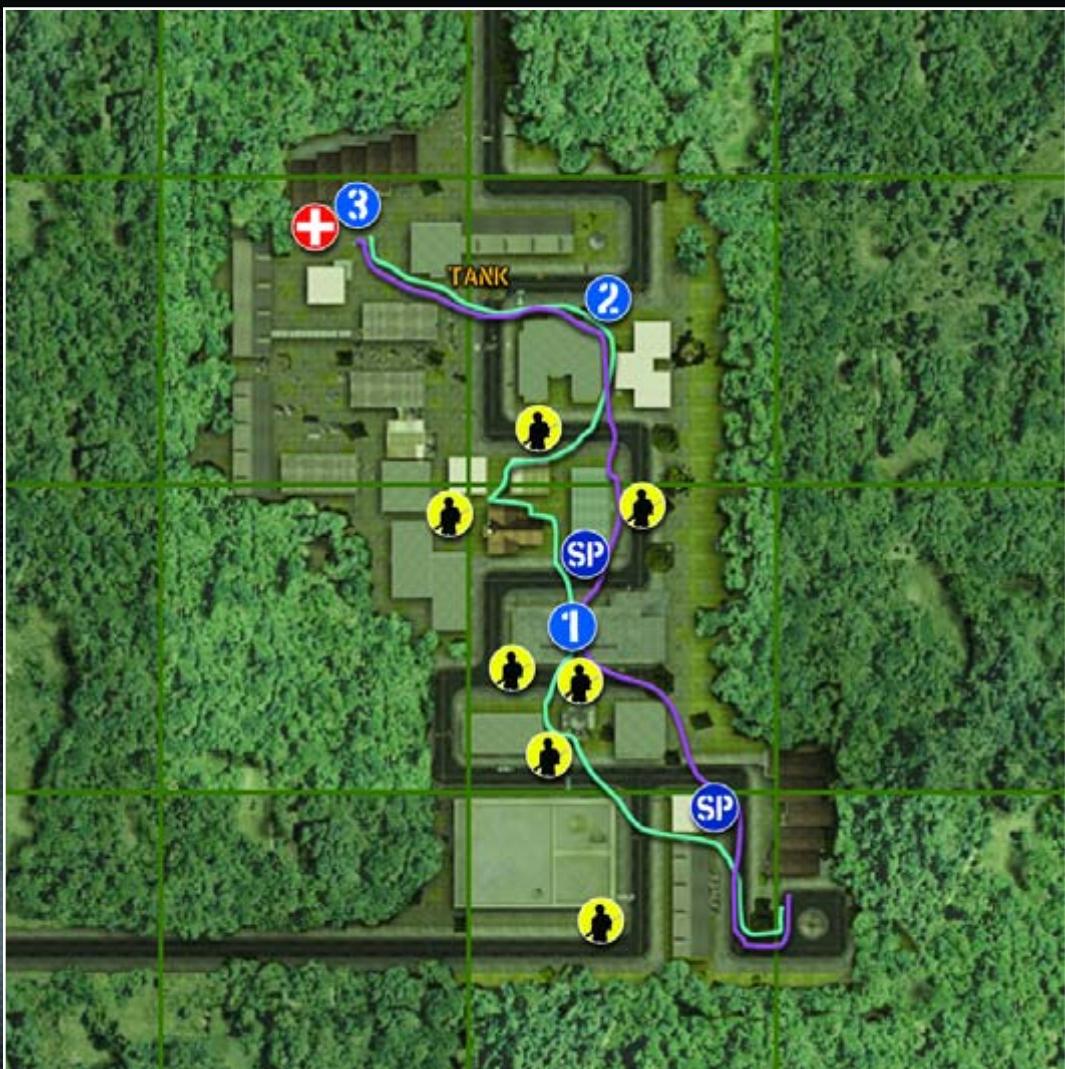
## WAR GAMES

### TRAINING BRIEFING

Before you can head to Zekistan and start slogging it out with Al Afad and his loyalist thugs, you must complete five basic training courses back home. The first four missions are designed to train you in the controls and concepts of being in the Army, such as using grenades and bounding (all explained in chapter 5: "MOUT"), but the final mission, War Games, grants you complete freedom to undertake the operation however you see fit.

In this last training mission you will learn to assist a team with a wounded man, use a third fire team when they come under your control, and properly call down an air strike.

War Games takes place across the entire training course. You have seen pieces of the course during the initial four training missions. You must push north, through the course, eliminating enemy combatants (portrayed by seasoned Army troops participating in the training). Because this is training, you will be using non-lethal weapons—Miles gear.



#### LEGEND

- 1 OBJECTIVE
- SP SAVE POINT
- ENEMY SOLDIER
- ALPHA TEAM ROUTE
- BRAVO TEAM ROUTE
- CASEVAC



C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

## MISSION TACTICS

### OBJECTIVE 1: RESCUE WOUNDED

There is a fire team stranded in the middle of the training field. One of their men is injured and must be taken to a CASEVAC immediately. The fire teams must head north, striking enemy targets as they move, until they reach the wounded soldier inside a building.

C5

At the onset of the mission, your commanding officer comes over the radio to teach you a few things about intelligence and communication while in the field. He explains how to use the Global Positioning System (press **SLK**) and how to order a recon flight (press **X** while looking at the Global Positioning System).



C10

As you press further into training, your commanding officer tells you that from time to time, while "in-country," you will need to radio in to him. Connect your commanding officer by pressing **W** when the radio on your team leader's back flashes red.



C17



C18

Finally, you are instructed on using save points, also called SitReps (Situation Reports), during missions. If you need to interrupt play or too many of your men get wounded, these save points allow you to pick up from where you left off the next time you return to the mission, without losing any of your progress.

**Alpha Team:** The wounded are to the northwest of your position, but three tangos stand between you and them. Head northwest and slip between two buildings to get the drop on one of them.



**Alpha Team:** Take up a corner position at the southwest corner of this building.



**Alpha Team:** Draw up a Fire Cursor and zero in on the tango stationed by the old pickup truck to the northwest. Open fire and take down the tango.



**Bravo Team:** With the first tango eliminated, move to the northeast corner of the building that Alpha is currently using for cover.



**Bravo Team:** You spot two tangos to the west. Each tango is using a wall as cover.



**Bravo Team:** To cover your movements, toss two smoke grenades into the street, west of the dumpster.



# CHAPTER 6: WAR GAMES

**Bravo Team:** Wait until the smoke has reached maximum volume, then run west and take cover behind the dumpster.



## TIP

A good rule of thumb with smoke grenades: Just because you cannot see the tango doesn't mean they cannot see you. Each team has six smoke grenades, so use more than one to guarantee a full screen and safe passage.

**Bravo Team:** Once you reach the dumpster, draw up a Fire Cursor and lay down suppression fire against the two tangos to the west. This keeps them cowering behind the walls, allowing Alpha Team to head north and engage from the south.



**Alpha Team:** Bravo Team has the two tangos suppressed, so head north across the street and take cover behind the pickup truck.



**Alpha Team:** Draw up a Fire Cursor and nail these tangos while Bravo Team has them pinned down.



**Alpha Team:** Catch up with Bravo Team at the building. This is the first objective point in this training mission—the wounded soldier and his team are located here.



**Alpha Team:** Head over to the wounded man and pick him up. Remember that when escorting a wounded soldier, you lose not only speed, but also a gun. Avoid intense firefights whenever possible.

## OBJECTIVE 2: TANK

You have successfully rendezvoused with the wounded and taken on Charlie Team. You must continue north toward the CASEVAC site. However, an enemy tank stands between you and the CASEVAC, so you must get close enough to call in the big guns and eliminate it.



**Alpha Team:** From here, you can see the two tangos that Bravo Team suppresses.

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

You now have control over a third team, Charlie Team. You can select Charlie Team by holding down on **Y**.



C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18



**Alpha Team:** Head north, across the next road and take up a corner position at the church to the northwest.

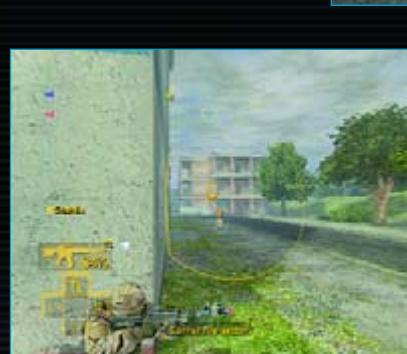
**Charlie Team:** A tango hides behind rubble northwest of this corner. Lay down suppression fire to keep him pinned.



**Alpha Team:** You are going to flank Charlie Team's tango from the north. Move around the church and take up a corner position at the northwest corner of the church.



**Alpha Team:** The tango is still concentrating on Charlie Team's fire, so draw up a Fire Cursor and take him out.



**Bravo Team:** A tango patrols the north-south street, so position the Fire Cursor over the target and open fire.

## NOTE

Be sure to switch back to Charlie Team and cease fire. The team may not have any more tangos to shoot for the rest of the mission, but it is good to get in the habit of preserving ammunition while in the field.

**Charlie Team:** Cross the street and move to the northwest, taking up a corner position at the church on the opposite side from Alpha Team.



**Bravo Team:** Move up to the next corner of the building and look to the west.





# CHAPTER 6: WAR GAMES

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

## Bravo Team:

Another tango waits straight ahead, so draw up a Fire Cursor and eliminate him. This will clear the street so Alpha Team can safely pass.



**Alpha Team:** Move north to the street. You spy an enemy tank to the north. You cannot destroy the tank by traditional means and cannot attack it head on, either. You must call in an air strike or a mortar attack to eliminate it.



**Bravo Team:** Two buildings lie due north of your position. Run between them, putting you to the east of the tank.

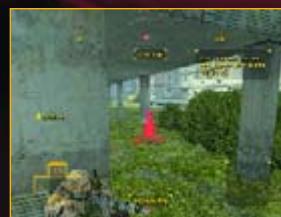


**Bravo Team:** Take up a corner position at the northeast corner of the building, allowing your men to look west. You gain a positive visual on the tank.

## NOTE

### ORDERING AIR STRIKES: PAINTING

Your commanding officer will come over the radio and explain the process of calling in an air strike while in the field. You must "paint" a target so your air support can zero in on the correct coordinates. Access your Air Strike Cursor from the grenade menu by pressing **A**. This brings up a flashing Red Cursor on the ground. Move the cursor near the target (in this case, the tank). When you are close enough to "paint" the target, the cursor will turn green. Press **A** to order the strike.



**Bravo Team:** Follow the instructions for ordering an air strike. When the cursor is green, you have a positive set of coordinates.



Support teams successfully carry out the strike. In training, it's a mortar team, but in the field, it will come from the air.

### OBJECTIVE 3: CASEVAC SITE

The tank has been blown, so the coast is now clear to make a dash to the CASEVAC site to the northwest.

**Alpha Team:** With the tank gone, it is safe to take the wounded to the CASEVAC in the northwest corner of the training course.



Move all three teams to the CASEVAC to complete your final training mission. You are now ready to head to Zekistan and show Al Afad what the Army is made of.



C1  
C2

## MISSION 1: RURAL

C3

### MISSION BRIEFING

C4

The ground phase of the military action is now underway in Zekistan. American and coalition forces are currently patrolling rural and urban areas, searching out stubborn pockets of terrorist resistance while the search for Al Afad commences. Up until now, troop movements have resulted in low casualties. But Al Afad loyalists, fulfilling their promise to take the fight to a brutal street level, have struck.

C5

A convoy patrolling the capital city of Zaffera has come under fire from RPG-carrying Al Afad thugs. The disrupted convoy's position is currently under fire, and there are men that require immediate medical attention. In addition, there are walking wounded pinned down in a tight spot. The Alpha and Bravo teams are ordered to help secure the area and assist in getting the wounded to safety before taking offensive action against a fortified enemy position to the north.

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

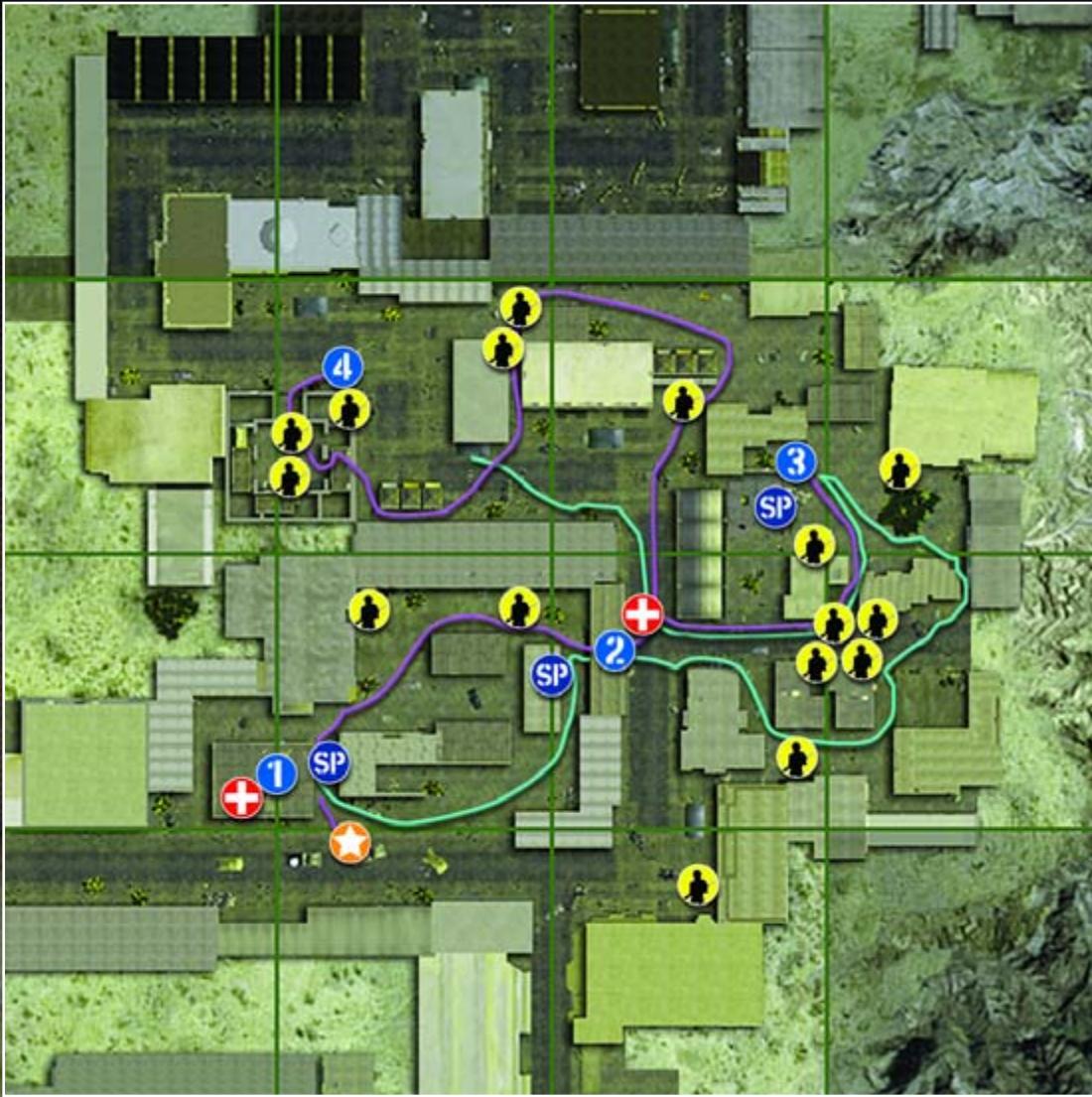
C16

C17

C18

#### LEGEND

- 1 OBJECTIVE
- SP SAVE POINT
- ENEMY SOLDIER
- ALPHA TEAM ROUTE
- BRAVO TEAM ROUTE
- CASEVAC
- RESCUE FALLEN SOLDIER





# CHAPTER 7: MISSION 1. RURAL

## MISSION TACTICS

### OBJECTIVE 1: RESCUE PVT. WILSON

Your first objective is to rescue a downed soldier from the compromised convoy. Fortunately, the presence of a Bradley in the street, spraying the area with cover fire, makes things easier. Dart out into the street and retrieve the wounded man.

As the mission begins, you watch the convoy come under fire from Al Afad's men. When the action stops, you gain control of Alpha and Bravo Teams.



The first thing the teams must do is follow their commanding officer inside the nearby building.

## NOTE

Each mission objective is marked on your Global Positioning System. Call up the map to see where you must go next. For example, this first objective is marked on the map with a ▲.



Move both Alpha and Bravo Teams into the building and approach the commanding officer in the center of the room.

The officer quickly briefs you concerning the severe damage to the convoy and the presence of Al Afad's terrorists in the area. However, before you can set out to neutralize any thugs, you must rescue Pvt. Wilson. He is lying on the ground, wounded from the convoy ambush.

The area is thick with tangos (enemy troops). Fortunately, the Bradley is laying down serious cover fire. Move one of the teams to the corner of the building, near the street.



Always move from cover to cover. Move the troops into a cover position behind the car, just to the left of the building's street-side exit. Use the Icon Box to verify that your men are indeed covered from hostile fire.



Order the team to duck into the street and surround Pvt. Wilson. Use the Team Leader Movement Cursor to direct the team to Wilson's body on the

ground, near the truck. Press A when the Medic symbol appears in the lower right corner of the screen.

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

## NOTE

When you escort a wounded soldier back to a medical facility, not only do you lose a gun, but you travel only as fast as the soldier carrying the wounded. With the Bradley covering you, this isn't a concern right now, but in heavy fire zones, you must use extra precautions when carrying the wounded. Use the other team to provide cover fire if you have to cross any open areas while laden with a wounded soldier.

Bring Pvt. Wilson back to the safety of the building where he can receive attention from the Medic. Position the Movement Cursor into the red ring, indicating the correct spot.



Now that you have rescued Wilson and the Bradley helped secure the area, use the save point that appears, then head into hostile territory and hunt the terrorists.



## OBJECTIVE 2: INTERCEPT TANGOS

With Pvt. Wilson under the Medic's care, you must now go on the offensive and deal with tangos—without benefit of a Bradley. Your commanding officer instructs you to head east and intercept tangos as they enter the area. You encounter live resistance as you near the checkpoint, so keep your finger on the trigger. Your objective is to hold the area until a Bradley arrives for support.

Activate the Global Positioning System to view the next objective marker on the map to the east, on the other side of the compound. No tangos appear on the map, as you have not visibly identified them in the area, but there are two between you and your objective.



Move Alpha and Bravo Teams into position at the deployment point and prepare to enter the compound. The teams must now split up in order to secure the compound.



**Bravo Team:** Head to the south, into the street. Use the M203 on the tango shooting at you from behind the pickup truck to the southeast.

**Alpha Team:** Head north into the compound. There is a tango hiding behind a car around the corner, farther north. You can use the crate as cover. Get into a corner position next to the crate.





# CHAPTER 7: MISSION 1. RURAL

**Alpha Team:** The tango is using the wrecked car as cover. You cannot shoot him. Instead, use the M203 to blow up the car and kill the terrorist using it as cover.



**Alpha Team:** Move across the compound, to the east. Practice using cover every step of the way. There is another tango using a dumpster as cover while taking pot shots at Alpha.



**Alpha Team:** Take cover at the corner of this building. You identify the tango, placing it on your Global Positioning System. However, since the tango is covered, you cannot shoot him. Switch to Bravo to flank the tango.

**Bravo Team:** Creep up the side of the compound and neutralize the tango. Be careful not to get too close, or the tango breaks off his engagement with Alpha and fires at you.



Complete the objective by holding the archway leading to the east. You must take up and hold position here until the Bradley arrives.



**Bravo Team:** Move into position on the south side of the archway.



**Alpha Team:** Move into position on the north side of the archway.



**Bravo Team:** Head east, down the empty street, and flank the tango from the south.



**Alpha Team:** Lay down suppression fire to keep the tango cowering in his position.

There are several tangos in the street to the east of the archway. Move a company behind the rubble and open fire on the tangos. Most of the tangos take cover and open fire, so be sure you take cover behind the rubble to avoid being shot.



C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

Just before triggering the Bradley, a save point appears—use it. Then wait behind the debris until the Bradley arrives and sprays the street with bullets, eliminating several tangos.



C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18



While the Bradley fires across the street, you must move the two teams into position on opposite corners east of the Bradley—on each side of the street. Do not enter the street yet.

## OBJECTIVE THREE: RESCUE RANGERS

A team of Rangers is pinned in the large courtyard to the north. There are wounded in the group—they must have a clear path to safety. Several tangos are in position in the courtyard, holding the Rangers in place with heavy fire. Your fire teams must infiltrate the courtyard and neutralize the tangos. Again, this requires splitting up to take the tangos from each side.



Despite the presence of the Bradley, there are still tangos at the far end of the street. Don't run blindly into the street—it ends in bloodshed.

**Alpha Team:** The Bradley does not linger after it clears the alley of tangos. Wait behind the rubble until the Bradley has moved on, then order a bound/suppress to the north side of the street. Train your rifles to the east to keep any remaining tangos at bay.



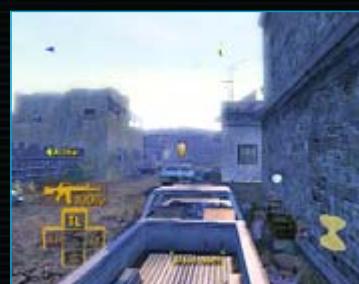
**Alpha Team:** Bound to the first car in the street, laying down suppression fire as you move to ensure safe passage.



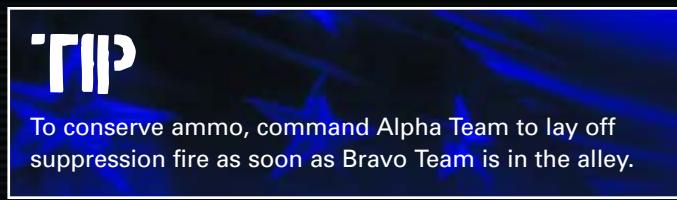
**Alpha Team:** Bound to the first car in the street, laying down suppression fire as you move to ensure safe passage.



**Alpha Team:** Once behind the car—which provides excellent, long-lasting cover—lay down suppression fire toward the tangos down the street.



**Bravo Team:** As soon as Alpha Team starts firing at the tangos, rush down the street to the first alley to your right. You are going to flank the tangos from the south.



## TIP

To conserve ammo, command Alpha Team to lay off suppression fire as soon as Bravo Team is in the alley.

**Bravo Team:** Slowly move from corner to corner into the alley. There is a tango hiding around one of the corners.





# CHAPTER 7: MISSION 1. RURAL



**Bravo Team:** A civilian rushes into the small open area. Sadly, he is gunned down by the tango while running, but this does reveal the position of the tango up ahead.

**Bravo Team:** Enter the area, targeting the tango just beyond the next corner. Make sure you shoot the tango in the corner before proceeding.



**Bravo Team:** The back alley finally turns north. From this corner, you can spot the tango at the end of the street.

**Bravo Team:** Take refuge behind the overturned wooden table in the alley. Now, bring up the Fire Cursor and open fire on the tangos so Alpha Team can safely move up the street.



**Alpha Team:** Using the cars as cover, move up the street.

**Alpha Team:** Take the first alley that heads north and creep up to the corner, using it as cover.



**Alpha Team:** Beware—there are two tangos in the courtyard, firing at you from Cover Position. You do not have a clear shot at them, but your movement causes them to fully concentrate on your position.



**Bravo Team:** Cross the street and head east. Take the alley north at the east end of the street to flank the tangos from behind.



**Bravo Team:** Open fire on the tangos—over the dead cow—to help secure the courtyard. Do not enter the courtyard until the tangos are down, or they may break off and engage you.



The courtyard is now secure. Use the save point that now appears. Approach the Rangers in their northwestern position, completing the objective. Some of their men require immediate medical attention, so they fall out of the courtyard after thanking you for the save.

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

## OBJECTIVE 4: ELIMINATE MACHINE GUNNER

Now that the Rangers can reach medical attention, it is time to finish sweeping the area for Al Afad loyalists. Apparently, there is an NSV machine gun nest to the northwest of your current position causing havoc to mine-sweeping teams that need to enter the area. With the gunner solidly protected by a wall of sandbags, the teams must work in tandem to neutralize the target.

C2

C3

C4

C5

C6

Undoubtedly, Alpha and Bravo Teams need either ammo or medical attention, so head back through the courtyard. A CASEVAC unit is at the end of the street, near your previous mission objective.

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18



Move back across the courtyard and meet up with the CASEVAC truck.



Now, it's time to start pressing north to take care of the machine-gun nest. The Bradley is now positioned to the north, pinning down a tango.



**Bravo Team:**  
Head north. The Bradley provides good cover, but bound anyway, aiming your guns at the tango pinned in the corner.

**Bravo Team:** Move into a corner position on the right side of the alley snaking to the north. There are two tangos at the end of this alley.



**Bravo Team:** The tango on the east side of the alley is using the corner as cover, preventing you from shooting him. Fortunately, the other tango is in the open. Dispose of him with a quick spray of bullets.



**Alpha Team:** To clear the area of tangos before approaching the nest, flank the second tango from the east.



**Alpha Team:**  
Move to the northeast to flank the tango.



**Alpha Team:** Use corner positions for safety as you approach the tango.



# CHAPTER 7: MISSION 1. RURAL

**Bravo Team:** Lay down suppression fire to keep the tango cowering for his life.



**Alpha Team:** The tango is on the other side of the dumpster. Pick him off while he ducks from Bravo Team's hail of fire. As soon as the tango is down, tell Bravo Team to cease fire.

## NOTE

If you are running low on ammo, retreat to the CASEVAC and restock. No new tangos have entered the area, so the path is free and clear of danger.



**Alpha Team:** Move south, down the alley, and rejoin Bravo.

**Bravo Team:** Move to the west along the bus stop on the northern wall. They are marked with propaganda posters.



**Bravo Team:** Get into position at the corner of the bus stop.



**Bravo Team:** The NSV nest is to the northwest. As soon as you get visual contact, the gunner opens fire. Stay behind the corner. Do not enter the clearing and shoot-the gunner

rips your team to shreds. Instead, lay down suppression fire so Alpha Team can maneuver to the west.



**Alpha Team:** While Bravo has the gunner pinned down and unable to use the NSV, head west into the courtyard. Make for the south wall.



**Alpha Team:** Rush up the southern side of the merchant stands in the clearing, using them as a barrier between you and the nest.

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1



**Bravo Team:** Quickly check your ammo levels. Alpha Team is almost out of harm's way, so continue suppression fire as long as your ammo holds out.

C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

**Alpha Team:** Approach the corner, allowing you to peek around and verify the presence of the machine gunner. Do not step out, or the tango spots you and flees.



**Alpha Team:** As soon as you ID the tango, open fire. Do not start lobbing grenades unless Bravo still has the tango pinned down with suppression fire. If Bravo has run dry or you gave them the

order to stop firing, the tango bolts from the nest when he sees the grenade touch down. Should the tango run, switch back to Bravo and shoot the exposed target in the corner.

## CO-OP BRIEFING

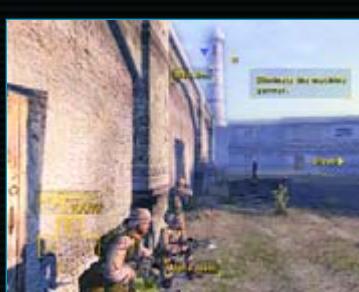
If you are playing *Full Spectrum Warrior* over Xbox Live, you can tackle each mission with another player—each of you controlling one of the two fire teams. With good communication, you can move through this mission much faster than if you play alone.

■ Always keep each other apprised of the situation over the headset. You can save a lot of ammo by alerting the team laying down suppression fire the moment you are in position to eliminate a pinned tango.

■ Try not to get ahead of each other. The game does not reward what you may perceive as heroics—success comes to those who work together, much like real soldiers.

■ If the Bradley that clears out the street at the beginning of Objective Three moves before the team taking the left side of the street is in position, have the team on the right side lay down suppression fire so the team on the left can safely move into position.

■ When you approach the NSV nest at the end of this mission, make sure the team laying down suppression fire does not let up until you have cleared the building of both tangos and are in position to eliminate the gunner from the rear.



**Alpha Team:** From the edge of the doorway, command the team to bound in, laying down fire to the west to keep the two tangos in check.



**Alpha Team:** Using one of the pillars as cover, lob a frag grenade between the two tangos. The kill radius eliminates both targets.



**Alpha Team:** With the building now clear of hostiles, cross to the north door, which spills out onto the street. You are now positioned behind the NSV nest.





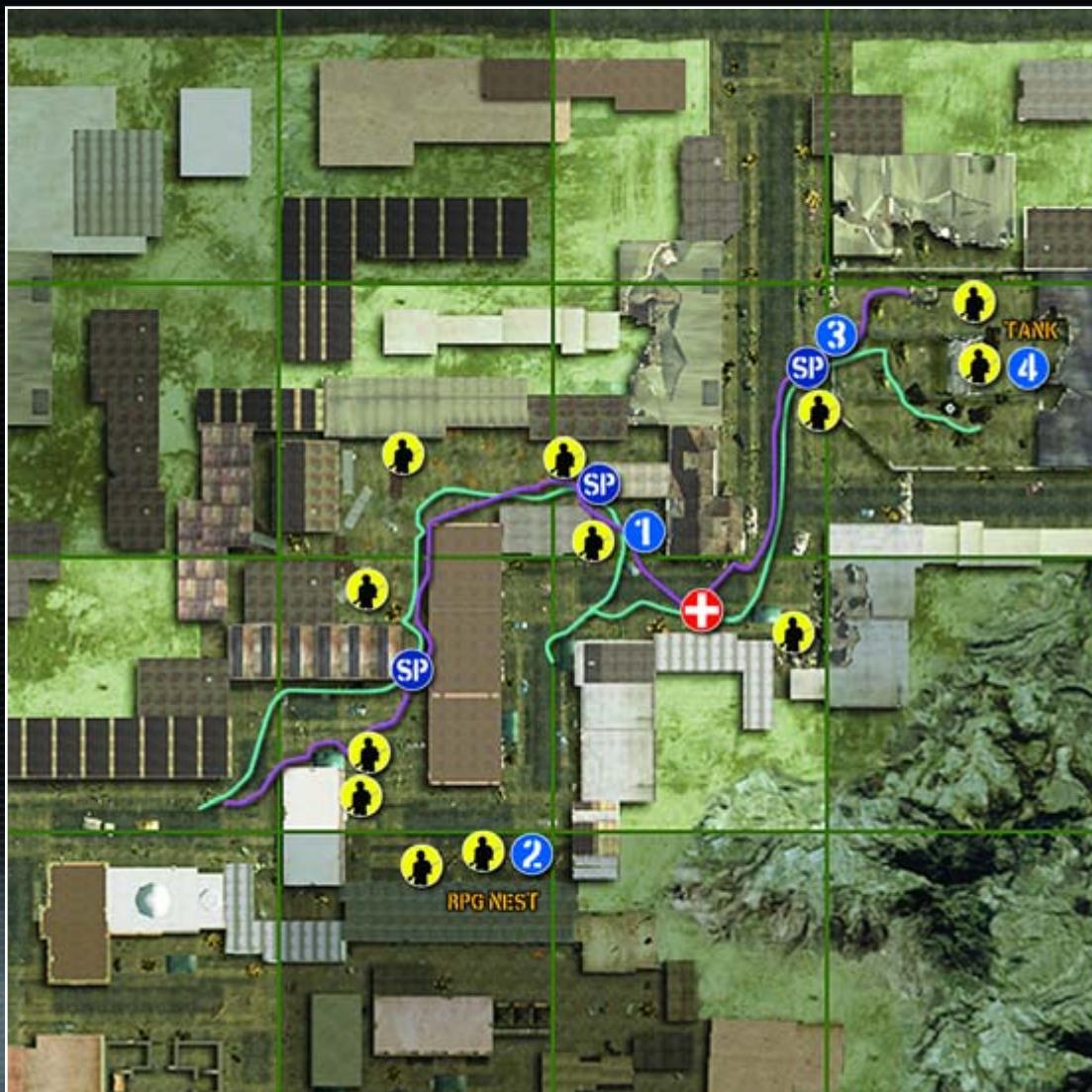
# CHAPTER 8: MISSION 2. URBAN

## MISSION 2: URBAN

### MISSION BRIEFING

Your first maneuvers in the field were a success, proving to Al Afad's terrorist network that coalition forces mean business, even if the fight turns into an ugly, street-by-street situation.

Your second mission in Zaffera begins with more road sweeps—clearing blocks of enemy troops before support vehicles can roll through. There is an immediate need to set up a CASEVAC site to the northeast, but an RPG gunner is choking the route. Get in there and eliminate the RPG gunner and establish the CASEVAC site, which serves as a jumping off point for the final leg of your mission—confirming the existence of an enemy tank and RPG gunner in a tank yard and destroying them.



#### LEGEND

- 1 OBJECTIVE
- SP SAVE POINT
- ENEMY SOLDIER
- ALPHA TEAM ROUTE
- BRAVO TEAM ROUTE
- + CASEVAC



C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

## MISSION TACTICS

### OBJECTIVE 1: FLANK RPG NEST

Because the RPG gunner is dug in, your first objective is to find a route through the city and flank him from his exposed north side. However, before you can reach the RPG gunner, you must contend with a few tangos that have set up shop in the area. Alpha and Bravo Teams must work together to not only neutralize the targets, but always provide safe passage to the other team in this hostile environment.

C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11

There is a CASEVAC to the immediate east of your starting position. Move to this safe haven when you run low on ammo rounds or need to get a fallen team member back on his feet.



C12  
C13  
C14  
C15  
C16  
C17  
C18

**Alpha Team:** The first area you must take is a courtyard to the northeast. Get into a corner position, as there are tangos around here.

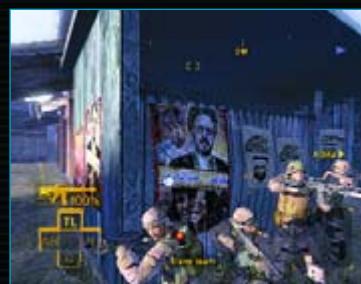


**Bravo Team:** Once Alpha is in place, leapfrog them and set up a corner position at the bus stop plastered with propaganda posters.

**Bravo Team:** Order a Fire Cursor on the courtyard to the east. You cannot see them just yet, but two unsuspecting tangos are in the area.



**Bravo Team:** The tangos step into view. They have not detected your presence, so use this to your advantage. Fire on the tangos from the corner as soon as you spot them so you do not take any hits.



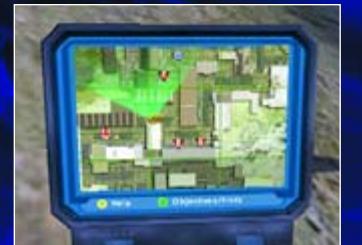
**Bravo Team:** With the two tangos down, creep up to the corner position where the thugs came from.

## TIP

Always pay attention to the Icon Box. Make sure the Corner Position icon is indeed visible. If you place a man too far into the street, there is a good chance he will get shot.

## TIP

You can order a recon flight from your Global Positioning System to get intel on enemy positions. Just keep in mind that intel is fluid, and by the time you reach an enemy's last known position, he may have relocated.



## NOTE

"Leapfrogging" is when one team jumps to the next cover position, while running behind the other team that is holding down a tango with suppression fire.



# CHAPTER 8: MISSION 2. URBAN

**Bravo Team:** By now, your Team Leader has spotted two tangos to the south. Radio in to your commanding officer to receive an update.



**Bravo Team:** The tango to the east is the RPG gunner. When he spots your position, he fires grenades. Don't worry, they will not strike you in this protected position.



**Alpha Team:** Make use of Bravo's bound/suppression maneuver. While the tango is covering, dash across the clearing and hug the wall.



Now, with both teams out of the tango's line of fire, proceed north to the save point in the alley.



**Bravo Team:** The greater threat is the tango directly to the south that is holed up behind the car.

**Alpha Team:** Once you save, get ready to engage tangos in the yard to the north, which is littered with wooden crates. It provides plenty of cover. Unfortunately, that means your enemies can use it, too.



**Bravo Team:** Use the M203 grenade launcher on the car to eliminate the tango. Aim the grenade at the terrorist marked by a red rectangle.



**Bravo Team:** Because the RPG gunner is still a threat, you must keep him down while you and Alpha Team cross his line of fire. Order a bound/suppression to keep the RPG gunner in check while you cross to the brick wall to the east.



**Alpha Team:** Get into a corner position before heading into the yard.



**Alpha Team:** Get into a cover position behind the first wooden crate in the yard. Keep your eyes north, as the first tango in the area is hiding behind a metal gate.

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Alpha Team:** The tango pops out from his shielded position and fires at you. Remember, your cover is only a wooden crate. Bullets devour the crate like termites on steroids, so don't get too comfortable.



C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

**Alpha Team:** If you engaged this tango in a lengthy firefight, you may have drawn the attention of a second tango originally positioned in the eastern end of the next yard. This second terrorist takes up position to the far north of your crate.

**Alpha Team:** Return fire on the tango. He hides behind a crate, but with all four guns trained on his position, the crate doesn't hold out very long.



## CAUTION

Firefights, being the noisy things they are, attract attention. If you have intel from your Global Positioning System that there are additional tangos in the area, expect them to rush to the aid of their comrades if the firefight goes on any longer than a minute or so.

**Alpha Team:** If the tango does appear, open fire on his position to the north. Use the M203 if the tango has fortified himself behind cover.



**Alpha Team:** If the third tango in the area did not respond to your fire, he will still be in position at the far end of the shipping yard to the east.



**Alpha Team:** Get into a corner position so you can get a good look at the yard. You should be able to make a positive ID on the tango.



**Alpha Team:** Lay down a steady stream of fire at the tango, eliminating him.



# CHAPTER 8: MISSION 2. URBAN



With the tango eliminated, head east to the save point. You are almost to the RPG nest objective.

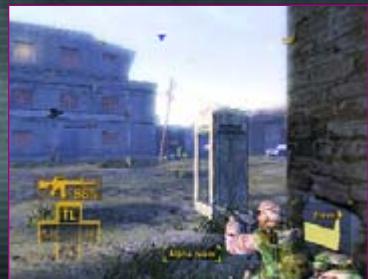


Once you save your progress, have either team step into the small clearing to the south, marked by the blue diamond on your HUD. Your commanding officer radios you, updating your mission objective.

## OBJECTIVE 2: ELIMINATE RPG GUNNER

You have successfully flanked the RPG nest, and can now attack from the north—where the gunner has far less solid cover. The RPG gunner is the only tango in this section of the city, but that RPG packs enough power to level the playing field. Move into position, a good distance away from the RPG gunner, and take him out so a Bradley tank and CASEVAC truck can safely enter the street and establish a presence in the area.

Check your Global Positioning System for new intelligence. Your mission objective marker has changed, moving directly over the RPG gunner's position.



**Alpha Team:** Cross the street to the south. Don't worry about errant tangos; the only target is the RPG gunner.



**Alpha Team:** Get into a corner position behind the metal structure. From here, you can get a positive identification on the RPG gunner's position.



**Alpha Team:** Move up to the next corner. The RPG gunner fires, but not at your location. Instead, he volleys grenades at the wall to the west.



**Alpha Team:** Place the Fire Cursor over the RPG gunner's position and let him have it.



C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Alpha Team:** Once you eliminate the tango, wait for the arrival of a Bradley and a CASEVAC truck.



C2

If your teams need more ammo, or have a wounded man in their ranks, head for the red circle. Once in the circle, your men will automatically restock their rounds.



C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18



As soon as the CASEVAC truck rolls past, your teams will automatically head to its site. A British SAS officer, carrying a critically wounded man, comes around the corner. The SAS officer gives you an update on the

situation in the tank yard to the north. He cannot positively confirm the destruction of the armor units (tanks).

### OBJECTIVE 3: TANK YARD

Intelligence from the SAS officer is shaky. You cannot possibly continue your push into the city if one of Al Afad's Soviet-era tanks is still operational. Alpha and Bravo Teams must work their way to the entrance of the tank yard, where they will then attempt to get a visual ID on the situation, and report their findings. There is a distinct lack of tango activity in the block ahead, signaling that perhaps there is another source of tangos in the area.



**Alpha Team:** There are two tangos in the block ahead. With the Bradley laying down a steady stream of cover fire, your best position is directly behind the tank.



**Alpha Team:** From the Bradley, bound to the metal shack to the east, laying down fire to the east.



**Alpha Team:** There is a tango in the small alcove to the south. Your approach flushes the tango out of hiding.



**Alpha Team:** As soon as you spot the tango, the Bradley opens fire and eliminates him.



# CHAPTER 8: MISSION 2. URBAN



**Alpha Team:** There is another tango in the area, so move to the south side of the shack. This will offer cover from any threat to the north.



There is a save point up ahead, directly by the entrance to the tank yard. Get both teams into position, then save your game.



**Bravo Team:** Back at the CASEVAC site, move into a cover position behind the rubble along the wall to the north.



**Bravo Team:** Now, continue to the east and get into a corner position so you have a clear view of the street to the north.



**Bravo Team:** There is a tango in the street, to the north. As soon as you ID the tango, open fire on his position. Cut him down, then order a cease fire to conserve ammo.



In order to complete this objective, and consider the mission a success, Alpha and Bravo Teams must enter the yard, identify the active tank, and take out the RPG to the northeast.

**OBJECTIVE 4: IDENTIFY ENEMY TANK/ELIMINATE RPG**  
Alpha and Bravo are now in position at the entrance of the tank yard. This is where the SAS officers encountered heavy resistance, so keep frosty. Whatever is in there can do the same, or worse, to you.

If there is a functional enemy tank in the yard, the Bradley can take care of it. However, the Bradley will not roll into the area if there is a smaller, mobile threat like an RPG still active.

Flank the entry to the tank yard.  
Bravo Team to the south, Alpha Team to the north.



With both tangos eliminated, it is safe to move north.



C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1



**Alpha Team:** Push into the yard. A cutscene will begin, automatically leading your team to cover behind a wrecked tank in the center of the yard.

C2

C3

C4

C5

C6

C7

Alpha and Bravo Teams identify a Soviet BMP tank that survived the previous air strikes and is still fully functional.



**Bravo Team:** If this does not draw the BMP fire away from Alpha Team, you must run to a corner position to the north.



C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

Guarding the enemy tank's position is an RPG gunner to the north. The Bradley will not enter the tank yard until this tango has been eliminated. The RPG is dug into an entrenched position. You cannot neutralize him from a forward position. The teams must work in tandem to nail the RPG. The BMP tank only targets one fire team at a time, so Bravo Team must pop out and distract the BMP while Alpha Team flanks the RPG from the south. It's a dangerous play, but with solid timing, the mission can be completed without casualties.



neutralize him from a forward position. The teams must work in tandem to nail the RPG. The BMP tank only targets one fire team at a time, so Bravo Team must pop out and distract the BMP while Alpha Team flanks the RPG from the south. It's a dangerous play, but with solid timing, the mission can be completed without casualties.

**Bravo Team:** Enter the yard and seek cover behind the first tank you see to the east.



**Alpha Team:** Lay down a quick burst of suppression fire at the RPG nest to provide Bravo Team with safe passage. Duck back down as soon as Bravo Team is in the corner.



**Bravo Team:** The BMP rotates its turret and fires in your direction.



**Alpha Team:** It's time to make your move, while the BMP is distracted. Move south, and seek cover behind the next disabled tank.



**Bravo Team:** The BMP is back on Alpha's position, so you must draw fire. Make a run to the closest tank in the yard to distract the RPG and BMP.





# CHAPTER 8: MISSION 2. URBAN

## CAUTION

Keep an eye on your ammo in this firefight. You do not have the option of backtracking to the CASEVAC site to restock. When the team you are covering makes it to their cover spot, cease fire to conserve rounds.

**Alpha Team:** With the BMP firing on Bravo Team's new position, head for the next tank as you flank the RPG gunner from the south.



**Bravo Team:** Alpha Team has made it to the next tank, but the BMP has them pinned down-unable to move into a good firing position against the RPG. Open fire on the BMP and RPG gunner to draw them away from Alpha.

## TIP

Use a frag grenade or M203 against the BMP to temporarily disable its fire.

**Alpha Team:** As soon as the BMP swings away, break for the next tank, which puts you east of the BMP. You have a clear line of fire to the RPG gunner, which is still targeting Bravo Team. Open fire on the gunner, taking him out.



As soon as the RPG has been neutralized, a Bradley bursts into the tank yard. The massive machine volleys three tank-busting shots at the BMP, destroying it and killing the crew. With the area now clear of tangos, and all armor disabled, the mission ends in success.



## CO-OP BRIEFING

This second mission provides more opportunities to practice "leapfrogging," the art of moving two teams from cover position to cover position, laying down alternate streams of fire to keep a tango down and distracted until you take out the enemy target.

In the first shipping yard full of crates, north of the first save point, you can play a fun game of cat and mouse with the three tangos. The tangos will not stay in one cover position for very long, especially with your guns eating up the crates.

- Use your headsets to talk each other through the yard full of crates.
- When contending with the Soviet BMP tank at the end of the level, use good communication and leapfrog safely from cover point to cover point. If you don't cover your other team's back with protective suppression fire as they move, comrades will go down.
- Do not attempt to get close to the RPG gunner next to the enemy tank. He is armed with an AK-47. Just stick with the plan, and leapfrog your way around the tank yard to get a clear shot.





C1  
C2

## MISSION 3: STREETS

C3

### MISSION BRIEFING

C4

With the Soviet BMP tank a smoldering wreck, your teams have been ordered to patrol and secure the streets leading to the airport. This is a major site that coalition forces need to control in the effort to rid Zekistan of Al Afad.

C5

While street cleaning, you encounter plenty of company. Not all of it is hostile, though. This is the first mission where you must take a third party, a weapons specialist, under your wing, and guide him to his objective (disabling Stinger missiles) before continuing your sweep.

C6

Once the assigned city blocks have been emptied of ZLF militia forces, you must surround a hotel currently sheltering a dangerous team of snipers. Expert Rangers arrive to clean house inside. Snipers that manage to escape the Rangers become targets for your fire teams to take down in the streets.

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

#### LEGEND

- 1 OBJECTIVE
- SP SAVE POINT
- 2 ENEMY SOLDIER
- ALPHA TEAM ROUTE
- BRAVO TEAM ROUTE
- CHARLIE TEAM ROUTE
- + CASEVAC





# CHAPTER 9: MISSION 3. STREETS

## MISSION TACTICS

### OBJECTIVE 1: STREET CLEANING

Arriving in armored Humvees, your fire teams discover two American soldiers pinned down by a machine gunner's nest. You must assist these men before you can take down tangos on the way to the hotel. Find a way to flank the gunner, and stay alert—there are sure to be other ZLF thugs in the area.

After you receive your mission briefing, verify the position of the CASEVAC site, for reloading ammunition and medical attention.



**Alpha Team:** You immediately see the two American soldiers pinned by the gunner's nest, which is stationed farther up the street to the north. The gunner is laying down heavy fire, and he is not alone. Another tango is nearby, spraying the street with his AK-47.



**Alpha Team:** Since the gunner is currently engaging the two Americans, make a quick dash for cover behind the car to the west.

## CAUTION

Do not attempt to fire on the gunner from the car. The two pinned soldiers are between you and the gunner. If you kill one of the soldiers with friendly fire, the mission ends in failure—and a likely court-martial.

**Alpha Team:** The gunner is still trained on the American soldiers' position, so take cover behind the pile of sandbags nearby. The sandbags give you plenty of cover from the gunner, as long as you keep your heads down.



**Bravo Team:** As soon as Alpha Team is behind the wall of sandbags, take up cover behind the car that Alpha Team just evacuated.



**Bravo Team:** The gunner has taken notice of your position. Wait until he turns his attention back to the pinned soldiers before joining Alpha Team at the sandbags.



**Bravo Team:** No time to waste. When the gunner opens fire on the pinned soldiers again, leave your position at the sandbags and take cover behind the next automobile.

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Bravo Team:** The route to flank the machine gunner is to the west. The area ahead looks clear of tangos, but you can never be too sure. Run into the small courtyard, using the overturned refrigerator as a cover position.



C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

**Bravo Team:** Take up a corner position to the west, allowing you full view of the road ahead.



**Bravo Team:** Sure enough, there are two tangos in the area. The ZLF thugs dart out as soon as you enter the courtyard; shoot them as they run.

**Alpha Team:** Leave the pickup truck and take cover behind the old, overturned refrigerator in the alley.



**Bravo Team:** Should one of the tangos manage to reach cover behind the dumpster, shake him down with a frag grenade.



**Bravo Team:** With Alpha safely behind cover, approach the corner directly ahead. Do not step into the small clearing ahead, or your men will be shot. There is a sniper on a rooftop to the north.



**Alpha Team:** With the tangos eliminated to the west, you need to catch up with Bravo Team. When the gunner is back to firing on the two pinned soldiers, make a run to Bravo Team's position.



**Alpha Team:** Seek cover behind the wrecked pickup truck. The steel provides great protection.





# CHAPTER 9: MISSION 3. STREETS

**Bravo Team:** You cannot shoot the sniper from here, nor should you spend M203 grenades trying to knock him from his perch. Instead, lay down some serious suppression fire to keep him in check.



## NOTE

M203 grenades are a precious commodity in the field, and you will need them later in this mission. Hold on to them unless you have a "sure thing" in your sights, such as a tango hiding behind a car.



**Alpha Team:** While the sniper is cowering, take cover behind the red car directly ahead. As soon as you get there, lay down suppression fire at the sniper's position so Bravo Team can move.

## CAUTION

Because one of the teams will be running ahead of the firing team, always aim your Fire Cursor well above street level. You do not want to accidentally clip one of your own men in the back.

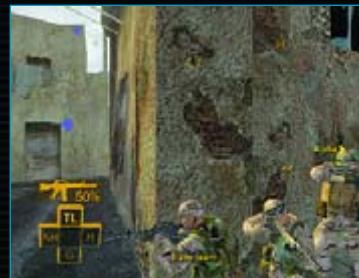
**Bravo Team:** While Alpha Team is spraying the rooftop, run for cover behind the station wagon. Now, it's your turn again to lay down cover fire for Alpha Team. Take aim at the sniper's position and start suppression.



**Alpha Team:** You're almost beneath the sniper, where he cannot shoot you. While Bravo Team suppresses, direct your men to a cover position behind the old dumpster.



**Bravo Team:** With Alpha Team beneath his view, the sniper flees his rooftop position. Have Bravo Team cease fire and use the nearby save point. Your next push is to eliminate the gunner in the street.



**Bravo Team:** Take up a corner position by the save point, to the northeast.



**Bravo Team:** Now, head east to the next corner, where you get a visual on a tango at the far end of the alleyway. Open fire on the tango.



**Alpha Team:** With the tango that you originally saw next to the gunner taken out, you can press ahead. Catch up with Bravo Team.

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Alpha Team:** Take the corner to the north. You'll see a dumpster across the street, letting you know you're in the right place.



C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

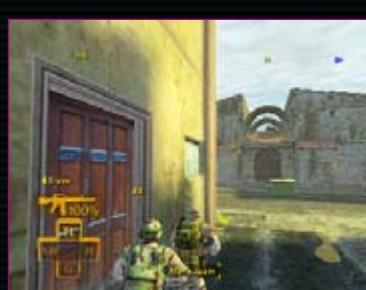
C14

C15

C16

C17

C18



**Alpha Team:** There is a tango in the street, to the north. Take the next corner position to spot the tango.

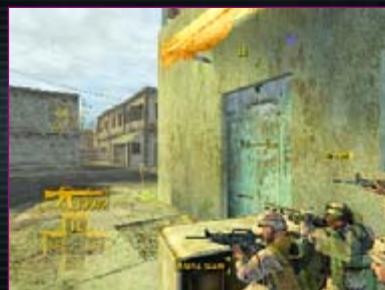


**Alpha Team:** The tango sees you and makes a run for cover behind the car, several meters ahead of your position.

**Alpha Team:** As the tango ducks behind the car, lob a frag grenade to his position and eliminate him.



**Alpha Team:** Now, nobody stands between you and that gunner. Turn to the east and take up a corner position. The gunner is directly south.



**Alpha Team:** Engage the gunner. Open fire, causing the gunner to direct his attention to you. This allows the two previously pinned soldiers to rush him from the south and kill him.



## OBJECTIVE 2: DISABLE STINGERS

The two soldiers are grateful for your help with neutralizing the gunner. However, one of them must return to base. He leaves the other soldier in your care—a weapons specialist that has been ordered to locate and disable a cache of Stinger missiles that intel shows is placed in the area.

You must help guide this soldier, now Charlie Team, to the weapons cache so he can complete his task. Alpha and Bravo Teams must flush out any tangos on the way to the cache. If Charlie Team is hit, the mission is over.

**NOTE**

Press **Y** to switch to Charlie Team.

Take both teams down the east alley.



**Alpha Team:** Set up a corner position to the northeast, allowing you to view the small alley to the north.



# CHAPTER 9: MISSION 3. STREETS



**Alpha Team:** There are two tangos in the alley here. They open fire on your position. Return fire, nailing them both before proceeding.

There is a save point in the small alcove here, just beyond the cinderblock wall.



## CAUTION

Save time by not sending Bravo Team in behind Alpha Team. Once this side mission is complete, Alpha Team will backtrack back to the main street. Why bother with moving two teams? Besides, Alpha Team can handle the tangos ahead.

**Alpha Team:** Take up the next corner position, and don't leave any of your men exposed.



**Alpha Team:** A tango appears on the far side of the wooden crate in the small clearing ahead.

**Alpha Team:** Bound to a cover spot behind the crate, training your rifles in the direction of the tango. The tango will turn tail and run, but if you are lucky, he will stand just as one of your men is firing, resulting in an easy kill.

**Alpha Team:** Move from the crate to the northwest corner. If you did not nail the tango behind the crate, you will spot two tangos here. Otherwise, there will only be one.



**Alpha Team:** The tangos in this next area split up. One of the tangos ducks into the alley to the west—you will deal with him soon enough. The other tango seeks cover behind the pushcarts in the center of the small clearing.



C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Alpha Team:** You have two options here. You can chuck a grenade at the carts and quickly eliminate the tango—but it's probably better to hold on to that grenade. Instead, bound to the wooden table ahead, shooting at the tango's crouched position.



C2

**Alpha Team:** You can chuck a grenade at the carts and quickly eliminate the tango—but it's probably better to hold on to that grenade. Instead, bound to the wooden table ahead, shooting at the tango's crouched position.

C3

**Alpha Team:** You can chuck a grenade at the carts and quickly eliminate the tango—but it's probably better to hold on to that grenade. Instead, bound to the wooden table ahead, shooting at the tango's crouched position.

C4

**Alpha Team:** You can chuck a grenade at the carts and quickly eliminate the tango—but it's probably better to hold on to that grenade. Instead, bound to the wooden table ahead, shooting at the tango's crouched position.

C5

**Alpha Team:** You can chuck a grenade at the carts and quickly eliminate the tango—but it's probably better to hold on to that grenade. Instead, bound to the wooden table ahead, shooting at the tango's crouched position.

C6

**Alpha Team:** You can chuck a grenade at the carts and quickly eliminate the tango—but it's probably better to hold on to that grenade. Instead, bound to the wooden table ahead, shooting at the tango's crouched position.

C7

**Alpha Team:** Your bullets quickly break apart the carts, exposing the tango. Keep firing and the tango will crumple in the sawdust that was once his cover.



C8

**Alpha Team:** Your bullets quickly break apart the carts, exposing the tango. Keep firing and the tango will crumple in the sawdust that was once his cover.

C9

**Alpha Team:** Your bullets quickly break apart the carts, exposing the tango. Keep firing and the tango will crumple in the sawdust that was once his cover.

C10

**Alpha Team:** Your bullets quickly break apart the carts, exposing the tango. Keep firing and the tango will crumple in the sawdust that was once his cover.

C11

**Alpha Team:** Your bullets quickly break apart the carts, exposing the tango. Keep firing and the tango will crumple in the sawdust that was once his cover.

C12

**Alpha Team:** Your bullets quickly break apart the carts, exposing the tango. Keep firing and the tango will crumple in the sawdust that was once his cover.

C13

**Alpha Team:** Your bullets quickly break apart the carts, exposing the tango. Keep firing and the tango will crumple in the sawdust that was once his cover.

C14

**Alpha Team:** Your bullets quickly break apart the carts, exposing the tango. Keep firing and the tango will crumple in the sawdust that was once his cover.

C15

**Alpha Team:** Your bullets quickly break apart the carts, exposing the tango. Keep firing and the tango will crumple in the sawdust that was once his cover.

C16

**Alpha Team:** Your bullets quickly break apart the carts, exposing the tango. Keep firing and the tango will crumple in the sawdust that was once his cover.

C17

**Alpha Team:** Your bullets quickly break apart the carts, exposing the tango. Keep firing and the tango will crumple in the sawdust that was once his cover.

C18

**Alpha Team:** Your bullets quickly break apart the carts, exposing the tango. Keep firing and the tango will crumple in the sawdust that was once his cover.



**Alpha Team:** It's time to finish off the other tango. (Remember, this is only if you did not shoot the tango at the wooden crate.) Take up position at the next corner to the southwest.



**Alpha Team:** The tango is cornered in this dead-end alley. In desperation, he takes cover behind the cast-iron bathtub. The tub provides excellent cover against your rifles—but not a frag grenade.



**Alpha Team:** Lob a frag grenade at the tango's position. Once the kill has been confirmed, it is safe for Charlie Team to catch up and disable the Stinger missiles.



**Charlie Team:** Follow the path Alpha Team took down the side streets and alleys, stepping over the broken bodies of the ZLF terrorists.



**Charlie Team:** As soon as you catch up to Alpha Team, head for the crate of Stingers in the alley. Position Charlie Team on the crate to end this part of the mission.

## OBJECTIVE 3: MEET AT RENDEZVOUS POINT

Now that the Stingers have been disabled, it's time to meet up with your commanding officer again and dig into the second half of your mission, heading for the sniper-laden hotel to the northwest.

Both teams need to meet up at a rendezvous point, where they will receive orders for their part in the hotel operations. So start sending them in a northwest direction.



Check your Global Positioning System for the rendezvous point.



# CHAPTER 9: MISSION 3. STREETS

There are no tangos between you and the rendezvous point, so let your weapons hang while your men run down the streets to the objective marker. Fortunately, there is a CASEVAC site at the rendezvous, so you can restock the ammo you spent dealing with the sniper and flushing out tangos.



Send both teams to the red circle marking the CASEVAC site and rendezvous point to receive new orders.



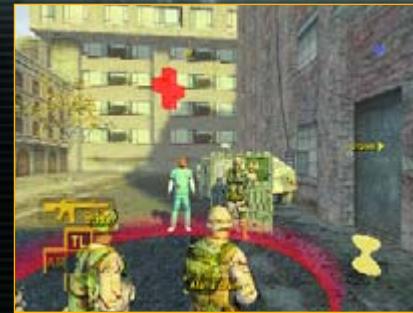
## OBJECTIVE 4: HOTEL PUSH

Your commanding officer has ordered your teams to head north. Intel has revealed a hotel overrun by snipers, but before a team of Rangers can be dispatched to infiltrate the inn of infamy, you must clear the surrounding area and parking lot of ZLF presence.

The road leading to the hotel is quiet. There are tangos in the area, but they cannot be seen until you are within shooting range. So, always make use of cover—never leave a man hanging out in the open, or you could turn this mission into a turkey shoot.



Refresh your ammo stocks at the CASEVAC before heading for the hotel.



**Alpha Team:** You are going to lead the way down the street. Head for the corner and get ready to press forward.



**Alpha Team:** In the quiet stillness, take cover at the dumpster to the north.



**Alpha Team:** Just as you settle into your cover spot, a tango at the far north end of the street appears.



**Alpha Team:** Lay down suppression fire, keeping the tango in one place.

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Bravo Team:** While Alpha Team has the tango pinned down, cross the street and seek cover behind the dumpster on the east side of the street.



C2

**Bravo Team:** While Alpha Team has the tango pinned down, cross the street and seek cover behind the dumpster on the east side of the street.



C3

**Bravo Team:** While Alpha Team has the tango pinned down, cross the street and seek cover behind the dumpster on the east side of the street.



C4

**Bravo Team:** While Alpha Team has the tango pinned down, cross the street and seek cover behind the dumpster on the east side of the street.



C5

**Bravo Team:** While Alpha Team has the tango pinned down, cross the street and seek cover behind the dumpster on the east side of the street.



C6

**Bravo Team:** While Alpha Team has the tango pinned down, cross the street and seek cover behind the dumpster on the east side of the street.



C7

**Bravo Team:** While Alpha Team has the tango pinned down, cross the street and seek cover behind the dumpster on the east side of the street.



C8

**Bravo Team:** While Alpha Team has the tango pinned down, cross the street and seek cover behind the dumpster on the east side of the street.



C9

**Bravo Team:** While Alpha Team has the tango pinned down, cross the street and seek cover behind the dumpster on the east side of the street.



C10

**Bravo Team:** While Alpha Team has the tango pinned down, cross the street and seek cover behind the dumpster on the east side of the street.



C11

**Bravo Team:** While Alpha Team has the tango pinned down, cross the street and seek cover behind the dumpster on the east side of the street.



C12

**Alpha Team:** Cease fire—save your rounds for the upcoming firefight. With the tango on the run, leapfrog Bravo Team and head for the corner at the northern end of the street, allowing you to look west.



C13

**Alpha Team:** Cease fire—save your rounds for the upcoming firefight. With the tango on the run, leapfrog Bravo Team and head for the corner at the northern end of the street, allowing you to look west.



C14

**Alpha Team:** Cease fire—save your rounds for the upcoming firefight. With the tango on the run, leapfrog Bravo Team and head for the corner at the northern end of the street, allowing you to look west.



C15

**Alpha Team:** Cease fire—save your rounds for the upcoming firefight. With the tango on the run, leapfrog Bravo Team and head for the corner at the northern end of the street, allowing you to look west.



C16

**Alpha Team:** Cease fire—save your rounds for the upcoming firefight. With the tango on the run, leapfrog Bravo Team and head for the corner at the northern end of the street, allowing you to look west.



C17

**Alpha Team:** Cease fire—save your rounds for the upcoming firefight. With the tango on the run, leapfrog Bravo Team and head for the corner at the northern end of the street, allowing you to look west.



C18

**Alpha Team:** Cease fire—save your rounds for the upcoming firefight. With the tango on the run, leapfrog Bravo Team and head for the corner at the northern end of the street, allowing you to look west.



**Bravo Team:** The jittery tango cannot stand the presence of both teams and makes a break for it. He runs directly into Alpha Team's line of fire and falls in the middle of the street.



**Alpha Team:** These bursts of suppression fire have taken a toll on your ammo supply, so return to the CASEVAC site and reload. Once you're back to 100 percent, rejoin Bravo Team.



**Bravo Team:** Ease from the station wagon to the dumpster.



**Bravo Team:** From the dumpster, make for the corner position. This will provide a visual of the street ahead, leading right up to the hotel and its adjacent parking lot.



**Bravo Team:** There are two tangos between your position and the hotel parking lot. The first tango is in the hotel directly across the street.



**Bravo Team:** Head down the street and catch up with Alpha Team. Once there, move behind the rusty old station wagon across the street.



# CHAPTER 9: MISSION 3. STREETS



**Bravo Team:** The second tango is all the way down at the corner, near the entrance of the hotel's parking lot. This tango is using a car for cover.

**Bravo Team:** Target the tango in the hotel first. Get ready for a very satisfying shot. Ready the M203 grenade launcher and fire a grenade at the tango, blasting him into oblivion.



**Alpha Team:** Now, run from the pickup truck to the planter alongside the hotel's south wall. This causes the tango to flee his covered position. Again, if luck is on your side, he will take a few rounds in the back as he runs.



**Bravo Team:** End suppression fire. Make a run for the dumpster farther up the street. There are no tangos in the area, so there is no need to bound.



**Alpha Team:** To get the tango near the parking lot, you and Bravo Team must work together. First, head for the dumpster.

**Bravo Team:** From the corner position, unleash a solid stream of suppression fire at the tango covering behind the car. This will keep him pinned down.



**Alpha Team:** Come out from behind the planter and head for the corner the tango was in. Take up position at the corner, giving you cover from the west.



**Alpha Team:** While Bravo fires, rush to the pickup truck.



**Alpha Team:** If the tango escaped your fire, look to the west to see his new position. He will have put some considerable distance between you and him, standing beyond the car. Train a Fire Cursor on him and finish the kill.

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

## NOTE

Sometimes, you need to get a visual confirmation of your kills. It is never a good idea to guess whether or not you eliminated a tango, especially if you have intel of multiple targets in the area. Chances are, if you are unsure of a kill, you'll get one in the back later on.



**Bravo Team:** Head into the parking lot and secure the area. Make a run for the station wagon.



**Bravo Team:** Next, get into a corner position beneath the "Parking" sign.

**Alpha Team:** From the corner, move into the parking lot. Take up a cover position behind the pickup truck in the lot.



**Alpha Team:** You spot a tango to the north, hiding behind an abandoned car.



**Alpha Team:** Bust out the M203 for some fireworks. While the tango hides, target the car and let it fly. The blast kills the tango.



## CAUTION

When aiming with the M203, it is essential to position the cursor directly over the tango's hiding spot so the blast will shatter him with full force.



**Bravo Team:** Your next position is the station wagon in the lot. There are two tangos running behind a wall to the north.

**Bravo Team:** From the wagon, bound to a corner position against the large white wall and train your rifles on the set of stairs to the northwest.



**Bravo Team:** From here, bound to the planter to the north, with weapons aimed at the stairs. The tangos appear on the steps. Open fire and eliminate them as they come down the stairs.



# CHAPTER 9: MISSION 3. STREETS

As soon as Bravo Team nails the two tangos on the stairs, move both teams to the objective point in the northwest corner of the parking lot. There are two sandbag bunkers there, which you will put to good use.



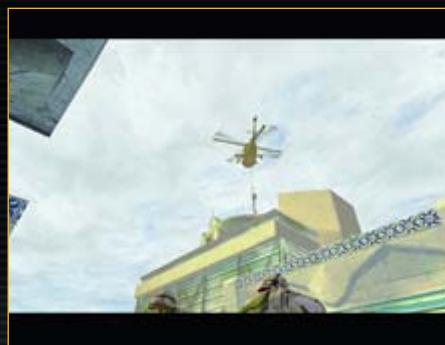
## OBJECTIVE 5: MOPPING UP

You are now at the base of the hotel, which intel has confirmed is full of unsavory ZLF thugs. A helicopter appears overhead, dropping Rangers into the hotel to eliminate the tangos inside. Within moments, their handiwork sends a tango flying out the side of the hotel.

The Rangers cannot take the entire hotel on their own. Some of the terrorists are bound to escape out two entrances: north and west. It is up to your teams to intercept and eliminate the fleeing tangos.

Fortunately, a recon chopper overhead monitors the Ranger operation and alerts you of activity at either entrance. Listen up, because the quicker you respond to the intel, the less danger your men will be in.

The Rangers arrive and start clearing the inside of the hotel.



**Alpha Team:**  
Position your team behind the sandbags facing the west entrance.

**Bravo Team:** Position your team behind the sandbags facing the north entrance. Get ready for action.



## TIP

As soon as you have control over your teams, move them into their positions. Don't wait until the tangos start fleeing the hotel or you may lose opportunities for quick kills.



**Bravo Team:**  
You spot two tangos running out of the hotel.



**Bravo Team:** One of the tangos sets up behind the car. The other runs behind the small planter in the middle of the parking lot.



**Bravo Team:** These tangos are well protected, so you need to use grenades to neutralize them. First, lob a frag grenade at the corner of the car, killing the first tango.

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1



**Bravo Team:** The second tango is too far away to reach with the grenade. You can either use the M203 to kill him, or move into position behind the dumpster and lob another frag grenade at him.

C2

C3

C4

C5

C6

C7

**Alpha Team:** A single tango darts out the west entrance. He settles into a cover position near the cars to the south.



C8

C9

C10

C11



**Alpha Team:** Break out the M203 and dispose of the tango with a grenade. Make sure you have your target properly lined up before pulling the trigger, though. This is no time to waste grenades.

C12

C13

C14

C15

C16

C17

C18

**Bravo Team:** A tango is spotted making a break for it out the north entrance. If your men don't automatically open fire as he walks out the doors, bring up a Fire Cursor and take him down.



**Alpha Team:** Two tangos try to escape the hotel from your side. Move up to the car just beyond the sandbags and eliminate them before they can escape.



When the recon helo announces there are no more tangos in the area, maneuver the two teams to the rendezvous point to the south.

Your commanding officer is waiting for you by his Humvee. A quick congrats for a job well done, but the fighting in Zaffera is just warming up. Now it's time to take the airport, a key target in the campaign to remove Al Afad from power.



## CO-OP BRIEFING

The scenarios in this third mission require rock-solid communication between players if they want to achieve their objectives unscathed.

- Distract the two soldiers pinned in the gunner's nest to make it safely across. At least one team needs to keep an eye on the gunner and alert the other player when it is okay to dash between the cars and sandbags.
- Keep the first sniper in the small courtyard at bay so the teams can duck beneath his position. When you lay down suppression fire to pin the sniper, make sure your Fire Cursor is well above street-level or you risk ending the mission from a friendly fire incident.
- Only one team can navigate the small alley leading to the Stinger missiles. There isn't enough room to leapfrog.
- Suppression fire can easily become a kill shot if the team not firing strategically moves close enough to the targeted tango. Sometimes, the spooked tango darts the wrong way, and runs directly into the oncoming fire.
- When you are cleaning up the tangos fleeing from the hotel at the end of the mission, do not try to dart between entrances. Leave one team covering each entrance. If you are away from an entrance when tangos flee, you give them an opportunity to dig themselves in—or maybe even shoot you in the back.



# CHAPTER 10: MISSION 4: AIRPORT

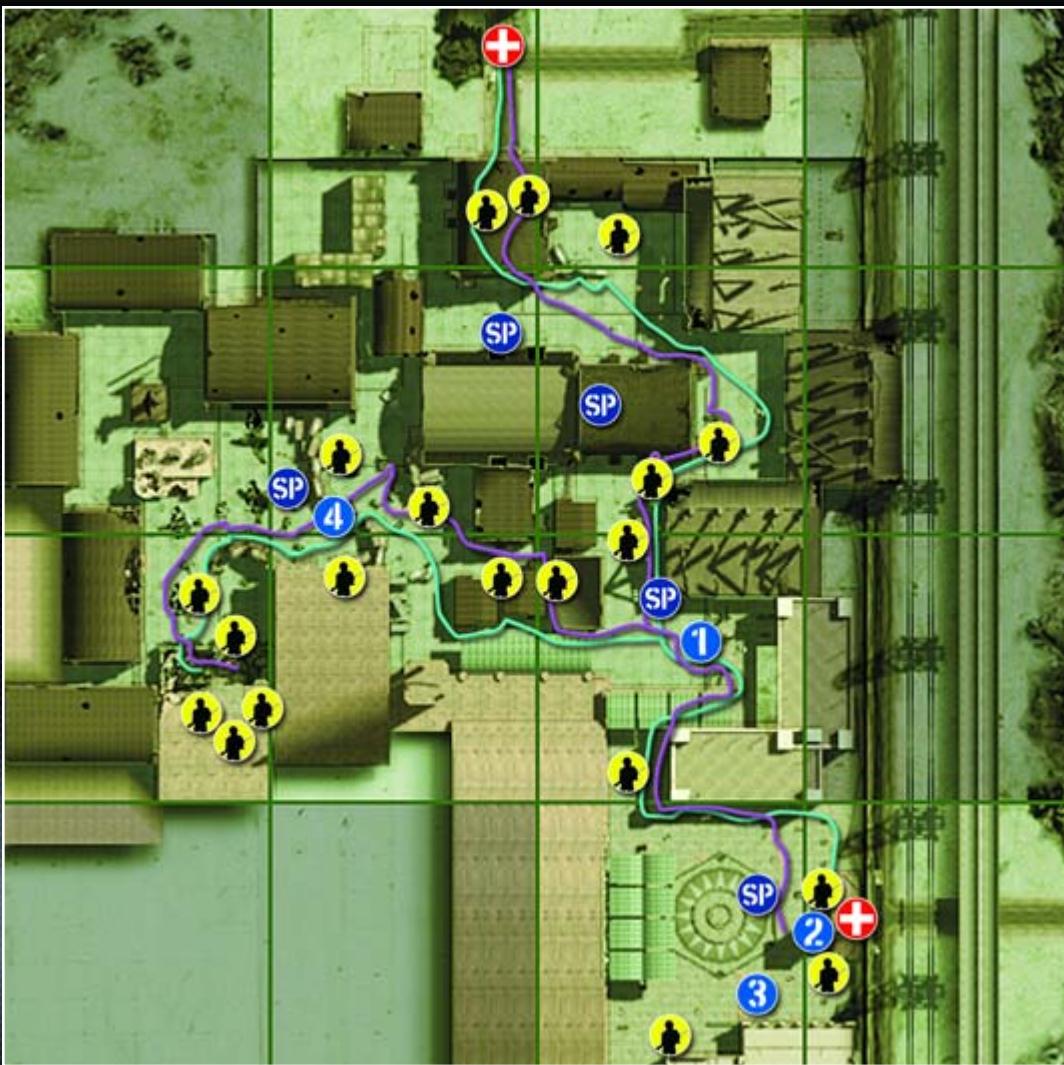
## MISSION 4: AIRPORT

### MISSION BRIEFING

The Al Afad International Airport is a key strategic position for NATO forces—it is imperative that the site is cleared of enemy presence. The airport is enormous, covering several city blocks worth of real estate. This means plenty of places for Al Afad's loyalists to hide and wait for NATO troops to enter the area.

You begin at the outskirts of the airport, approaching it from the north. After clearing out a hangar and some shipping yards, you must push toward the main entrance where NATO forces have encountered heavy resistance. After you help turn back Al Afad's men at the entrance, there is another situation at the baggage terminal where your presence is needed.

During this mission, you encounter more enemy targets than in any of your previous operations. So be smart with your ammunition, as running out in the middle of a firefight could be lethal. You also need to be especially stingy with your grenades. There are several targets that only grenades can eliminate, so do not waste them unnecessarily.



#### LEGEND

- 1 OBJECTIVE
- SP SAVE POINT
- ENEMY SOLDIER
- ALPHA TEAM ROUTE
- BRAVO TEAM ROUTE
- CASEVAC



# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

## MISSION TACTICS

### OBJECTIVE 1: PUSH TO THE MAIN ENTRANCE

The airport is due south of your starting position. You must infiltrate the nearby hangar to gain access to the airport grounds. Expect to encounter resistance, but if your fire teams work together, you will have little trouble overpowering the enemy and making it to your objective marker.

C2

C3

C4

C5

C6

You begin the mission at an established CASEVAC site to the north of the first hangar. Should you run low on ammo or any of your men get wounded, return here.



C7

C8

C9

C10



**Alpha Team:** Head south of the CASEVAC site. Hustle to a corner position on the right side of the white container at the mouth of the hangar.

C11

C12

C13

C14

C15

C16

C17

C18

**Bravo Team:** While Alpha Team is moving into position, take up a corner post southeast of the hangar's entrance.



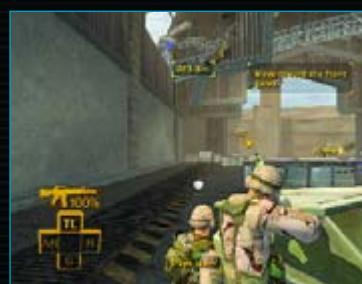
**Bravo Team:** When you near the hangar, two tangos come out of hiding. They establish cover positions behind shipping crates.

### Alpha Team:

Concentrate a spray of suppression fire on the tango directly south of your position. Keep him pinned so Bravo Team can move.



**Bravo Team:** Order a bound/suppression maneuver to the dumpster just ahead. Train your weapons on the nearby tango's position.



**Bravo Team:** As you press into the hangar, the tango loses his cool and tries to flee. As he runs, your men instinctively shoot him.

### NOTE

During this firefight, you may see two tangos on the far side of the hangar, making double-time across an open clearing. If either of the tangos inside the hangar are still alive, ignore the running men. Otherwise, quickly set your Fire Cursor to the south and pick one off.

### Alpha Team:

Witnessing the death of his comrade, the other tango retreats into the warehouse. Cease fire so you can move into a closer position.





# CHAPTER 10: MISSION 4. AIRPORT



**Bravo Team:** When the tango has taken up his new cover position, lay down suppression fire to keep him pinned down.

**Alpha Team:** As soon as Bravo Team starts firing, run to the west side of the white containers directly ahead of you. Because you are partially exposed, lay down suppression fire on the tango to keep him from taking pot shots at you.



**Bravo Team:** With Alpha Team now covering the tango, cease fire. Take up a cover position at the blue shipping containers farther south in the hangar.



As soon as the second tango has been eliminated, have both fire teams return to the CASEVAC site and restock their ammo. They will need all the rounds they can carry for the upcoming fight.

**Bravo Team:** You are now close enough to eliminate this tango with a frag grenade. Pull the pin and let it fly.



Once the teams are back to 100 percent ammo, send them back through the hangar.



**Alpha Team:** Take up a safe corner position to the southeast.



**Alpha Team:** As soon as you confirm zero enemy activity, move up to the next corner. From here, you can see a wall of shipping containers to the east.

**Alpha Team:** There is a small "pocket" in the middle of the shipping containers, just big enough for your men to find cover. Send them over. As they settle in, a tango pokes his head around the corner. Seeing your team, he retreats to the north.



**Alpha Team:** Move from the pocket to the corner so you can get a visual on the clearing to the north.

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1



**Alpha Team:** You will spot the tango taking up position behind a truck.

C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18



**Bravo Team:** Creep to the next corner so you can view the entire area to the south.



**Alpha Team:** Use the M203 grenade launcher to destroy the truck, killing the tango. Make sure your target is within the M203's Fire Cursor.



**Bravo Team:** You spot a tango hiding behind a baggage cart to the south.



**Bravo Team:** As soon as you see the tango, lay down suppression fire on his position. The ferocity of your fire tears the bags to shreds, leaving him exposed for a kill shot.

## CAUTION

Do not overshoot the entrance to the next area. There is a tango just beyond that will nail your men while they're running.



Position both teams at this corner before heading into the next area.

## NOTE

Should the tango survive this hail of fire by hiding behind the second truck, he will duck into the hangar when Alpha Team moves in. You can then corner the tango inside the hangar.



**Alpha Team:** Once Bravo Team has neutralized the tango, move from the corner to the pickup truck. Verify that there are no additional tangos in the immediate area.



# CHAPTER 10: MISSION 4. AIRPORT



There is a save point in the back of the hanger to the west.

After saving your progress, send both fire teams south to the next corner, on the other side of the baggage cart.

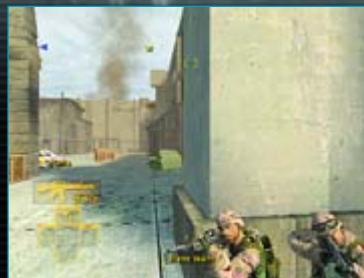


**Bravo Team:** Move up to the next corner. You spot a tango to the southwest. He ducks behind a corner, so lay down suppression fire to keep him there.



**Alpha Team:** With Bravo Team pinning the tango, move up to the wooden crate in the small passageway. The tango falls back.

**Bravo Team:** As soon as the tango flees, cease fire to conserve rounds.



**Alpha Team:** Sidle up to the next corner, allowing you a full view to the southwest.



**Alpha Team:** The tango falls back to a cover position behind a stack of crates. There is another tango here, also taking cover behind the crates. Get closer to eliminate these targets.



**Alpha Team:** Lay down suppression fire on the crates, keeping the two tangos in check.



**Bravo Team:** While Alpha Team suppresses, bound to the wooden crate to the west, training your weapons to the south.

## CAUTION

This is a tight passage. Be careful not to put Alpha Team between the tango and Bravo Team, or they will be cut down by friendly fire.

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1



**Bravo Team:** When you are in position, rain suppression fire on the two tangos so Alpha Team can move closer.

C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

Now that these two tangos have been neutralized, it is time to push on to the airport's main entrance to the south. There are no tangos left in this area, so have the teams run southeast.



**Alpha Team:** With the tangos cowering, move up to the wooden crate.

The teams must pass through the metal gates to the east to access the main entrance.



**Alpha Team:** You can take both of these tangos out with a well-placed frag grenade. Arc the grenade between them and make the throw.



Keep hustling around the corner, passing the planter boxes, and into a westbound passage.



**Bravo Team:** With both tangos down, cease fire.

## NOTE

Look at the mural on the northern wall of this passage. That's the mug of the man who brought you here, Al Afad. Hopefully, the next time you see those beady eyes, it will be through your rifle's sights.



## TIP

If either team's ammo count is below 70 percent, backtrack through the airport to the first CASEVAC site. You will need full stocks to deal with the situation at the airport's main gate.



**Bravo Team:** Move ahead of Alpha Team to the next corner, allowing a look south.





# CHAPTER 10: MISSION 4. AIRPORT

**Bravo Team:** There is a lone tango standing in the clear here. Draw up a Fire Cursor and punish him for not finding cover.



**Bravo Team:** Rush up ahead to the concrete barriers. This will give your team a full view of the airport's main entrance, fulfilling this objective.



**Alpha Team:** Lay down suppression fire toward the nest.

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

## OBJECTIVE 2: ELIMINATE RPGS

Judging from the wrecked Bradley near the airport's gates, there's trouble afoot. Two RPG gunners are stationed at the entrance with deadly aim. Your commanding officer orders you to help secure the area by neutralizing the gunners.



**Alpha Team:** Catch up to Bravo Team at the concrete barriers. Take a cover position at the west barrier.



**Bravo Team:** Once you are safely behind the car, direct suppression fire at the gunner so Alpha Team can move into a better position.

**Alpha Team:** Another gunner waits at the far opposite side of the airport entrance. Both teams must work in tandem to keep this gunner busy so they can work their way east to the two RPG gunners' positions.



**Alpha Team:** Cease fire. Now, leapfrog Bravo Team's position at the small red car and take cover behind the police car to the east.



**Alpha Team:** As soon as you are behind the police car, use suppression fire against the gunner's nest.

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

## TIP

Always remember to order a cease fire as soon as the other team begins laying down suppression fire to conserve bullets. Double suppression does not offer any more cover than a single team's fire.

C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18



**Bravo Team:** Now, leapfrog Alpha Team to the pickup truck to the east toward the two-gunner nest.



**Bravo Team:** The two RPG gunners spot you closing in on their position, so they make a break for cover. NATO forces spot the RPG gunners abandoning the entrance and send a Bradley into the area to gun them down as they run.

### OBJECTIVE 3: PAINT THE TANK

Unfortunately, the Bradley falls into a trap. Al Afad's forces have a tank stationed in the area, just out of view. As soon as the Bradley nails the RPG gunners, the enemy tank destroys the Bradley.

Your commanding officer radios in—they are not making that mistake again. He needs the teams to push farther into the airport's grand entrance and "paint" the tank's position so air support can swoop down and eliminate the monster.

This is a dangerous run. Not only do you have the RPG gunner spraying the entrance with fire from the south, but the tank is also trained on your position. You must switch back and forth between teams, distracting the tank, until one team is close enough to mark the tank.

**Bravo Team:** Lay down suppression fire on the gunner's nest so Alpha Team can move through the entrance.



**Alpha Team:** Leapfrog Bravo Team and settle into cover at the red car.



**Alpha Team:** The tank is unable to spot your position, so you still have a window of opportunity to move again. Break for the palm tree planter to the south.



**Alpha Team:** You can push your luck a little more. Run to the giant stone base of the entrance arch. From here, the tank can see you, but not touch you.



**Bravo Team:** Cease fire immediately. The tank is distracted, so make a run for the palm tree planter to the south.



# CHAPTER 10: MISSION 4. AIRPORT

C1

C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18



**Bravo Team:** If the tank is still pointed at Alpha Team, take cover behind the concrete barrier surrounding the rotunda.



**Bravo Team:** You're almost close enough to paint the tank. Bound/suppress to the south, with your weapons trained on the gunner's nest.



**Bravo Team:** Settle at the corner of the concrete barrier. As soon as you're there, duck down.



**Bravo Team:** From this position, you can order the air strike. Bring up the cursor and position it next to the tank.

When the tank is marked, a helicopter descends over the entrance and pounds the tanks with missiles. As soon as the tank is cratered, a Bradley enters the area and shoots the fleeing RPG gunner to the south.



## OBJECTIVE 4: EXCESS BAGGAGE

The battle for the airport isn't over just yet. There is a pocket of resistance to the west, at the baggage terminal. A small group of hardcore Al Afad loyalists are entrenched, and before the airport operation can be considered a success, you must get in there and help root them out.

### TIP

If you have only used the M203 and grenades when we recommended them, you will have enough left to make this final push a lot easier.



Use the CASEVAC site to restock your ammunition and heal any wounded men before heading west to the baggage terminal.



### NOTE

The Air Strike Cursor turns green when you are close enough to the target for a successful "painting."

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1



Backtrack across the airport entrance area, beyond the passage with the mural.

C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18



**Alpha Team:** Leapfrog Bravo Team and settle into a corner position at the next alley.



**Alpha Team:** There is a tango to the north, at the end of the narrow alley. He is covered, so lay down suppression fire to keep him stationary.

Move around the metal gates and head west. There is another CASEVAC site and a save point here in the clearing.



After saving your progress, head west to the series of three small buildings on the north side of the street.

**Bravo Team:** Head north down the alley and around the backside of the building.



**Bravo Team:** Take a corner position at the first alley that looks north. There is a tango at the end of the alley.



**Bravo Team:** Eliminate the tango so Alpha Team can move past the alley.



**Bravo Team:** Flank the tango from the east and neutralize him.

**Bravo Team:** Turn your attention to the northwest. There is another tango out there. Shoot the tango where he stands.





# CHAPTER 10: MISSION 4. AIRPORT



**Bravo Team:** Position your men at the corner to the northwest. Judging from the destruction, the airport was hit hard by air strikes.



**Alpha Team:** Move to the west, around the third building and take up a corner position at the blue shipping containers across the street.

**Alpha Team:** Access your Global Positioning System and use your recon flight. The intel the chopper reports back to you is invaluable. There are multiple targets in the area.



**Bravo Team:** Hustle over to the wrecked Bradley, then move to the next corner.



**Bravo Team:** There is a tango to the northwest, behind a giant pile of rubble. Lay down some suppression fire to keep him immobile so Alpha Team can perform a couple of maneuvers.

**Alpha Team:** With Bravo Team pinning the tango, creep to the next corner of the containers to the west.



**Alpha Team:** Immediately, an NSV machine-gun nest opens fire on your shielded position. The gunner is located on the second story of the huge building to the south.



**Alpha Team:** Eliminate the NSV nest with the M203.



**Alpha Team:** Now you are safe to move to the containers to the north.



**Alpha Team:** You are close enough to lob a frag grenade at the tango. Bravo Team has pinned down. Carefully aim as close to the tango as you can get so he is caught in the blast radius.

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Bravo Team:** Cease fire. Holding down that tango ate up a lot of your ammunition, so return to the CASEVAC site and restock.

C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18



## TIP

The piles of rubble and debris caused by the air strikes make excellent cover for your men. Unfortunately, they also do the same for tangos.



**Bravo Team:** Once you have restocked your ammo, return to Alpha Team's position and take cover by the carts.

**Alpha Team:** Bound to the white truck, keeping your Fire Cursor trained to the west.



**Alpha Team:** A tango darts into view. He has a head start, though, and makes it to cover behind a cart.



**Alpha Team:** Toss a frag grenade behind the cart to eliminate the tango.



**Alpha Team:** Catch up to Bravo Team by moving to the carts to the southwest.



Before heading south, into the last phase of this engagement, use the nearby save point.



# CHAPTER 10: MISSION 4. AIRPORT

**Bravo Team:** Move to the containers. There are two more tangos in the debris-filled area to the south. Lob a smoke grenade into the clearing ahead to create cover.



**Bravo Team:** Wait for the smoke to reach maximum volume. Then, move to the pile of rubble to the west.



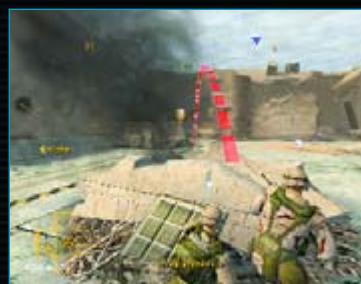
## TIP

If you are running low on ammo and are either too far away from the CASEVAC site or currently engaged with tangos, use a smoke grenade in place of suppression fire.

**Bravo Team:** Use suppression fire to hold the tangos in place behind their piles.



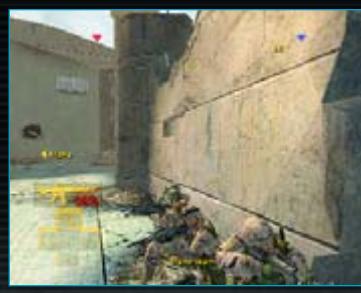
**Bravo Team:** Bound and suppress to the middle pile of rubble. Keep your fire directed at the tango's position.



**Bravo Team:** When you are close enough, use a frag grenade to kill the tango.



**Bravo Team:** The mission is almost complete. There is one last group of tangos to the south, currently engaged by American soldiers. Move to the large wall to the south. There is a break in the wall to the west.



**Bravo Team:** Take the east corner of the break in the wall.



**Alpha Team:** Leapfrog Bravo Team and move to the debris east of Bravo Team. The tango in the center attempts to run, but gets cut down in the crossfire.



**Alpha Team:** Have your men set up a corner position on the west side of the break.

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

There are two tangos crouched behind a crate against the southern wall. The American soldiers have them pinned.



C2

There are two tangos crouched behind a crate against the southern wall. The American soldiers have them pinned.

C3

There are two tangos crouched behind a crate against the southern wall. The American soldiers have them pinned.

C4

There are two tangos crouched behind a crate against the southern wall. The American soldiers have them pinned.

C5

There are two tangos crouched behind a crate against the southern wall. The American soldiers have them pinned.

C6

There are two tangos crouched behind a crate against the southern wall. The American soldiers have them pinned.

C7

There are two tangos crouched behind a crate against the southern wall. The American soldiers have them pinned.

C8

There are two tangos crouched behind a crate against the southern wall. The American soldiers have them pinned.

C9

There are two tangos crouched behind a crate against the southern wall. The American soldiers have them pinned.

C10

There are two tangos crouched behind a crate against the southern wall. The American soldiers have them pinned.



**Bravo Team:** You should still have M203 rounds remaining, so line up the Fire Cursor and rip into them with a grenade.

C11

There are two tangos crouched behind a crate against the southern wall. The American soldiers have them pinned.

C12

There are two tangos crouched behind a crate against the southern wall. The American soldiers have them pinned.

C13

There are two tangos crouched behind a crate against the southern wall. The American soldiers have them pinned.

C14

There are two tangos crouched behind a crate against the southern wall. The American soldiers have them pinned.

C15

There are two tangos crouched behind a crate against the southern wall. The American soldiers have them pinned.

C16

There are two tangos crouched behind a crate against the southern wall. The American soldiers have them pinned.

C17

There are two tangos crouched behind a crate against the southern wall. The American soldiers have them pinned.

C18

Once the third and final tango is taken out, your commanding officer arrives in his M1025-Armored Personnel Carrier. He congratulates your teams on a job well done, but is sorry to report that there were NATO casualties during the airport raid. Intel has now put Al Afad at his palace, so the next big push in Zaffera is to the royal home.



## CO-OP BRIEFING

The airport raid moves along at a much greater clip with two people controlling the fire teams. You do not need to worry about switching back and forth to lay down and later cease suppression fire, and you have two sets of eyes on the battlefield.

- Keep each other apprised of the number of grenades you have in reserve. Grenades are especially useful in this mission, so make sure you have a consensus about when and where to throw them.
- When the ZLF enemy tank arrives at the airport entrance, keep an eye on the direction of the tank's gun. Always confirm with your teammate when the gun switches to the other team's position—that way, nobody is surprised.
- Use smoke grenades to lay down cover if you are running low on ammunition.
- If you find yourself at the final confrontation at the baggage terminal with grenades to spare, by all means, use them. Your supply is replenished with each mission.





# CHAPTER 11: MISSION 5. PALACE GATES

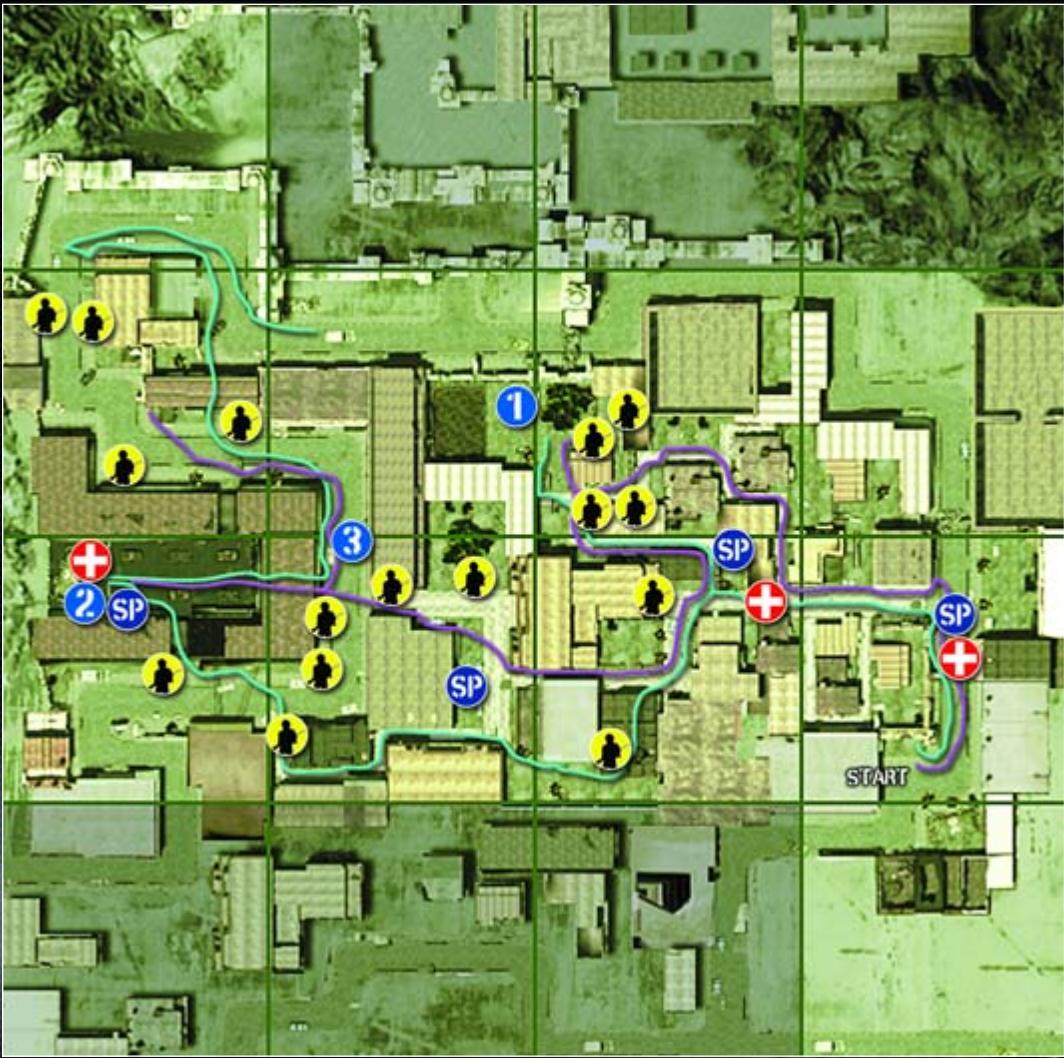
## MISSION 5: PALACE GATES

### MISSION BRIEFING

Recent intelligence has pinpointed Al Afad's location at an ancient palace within Zaffera. An air strike on the historical palace is currently not an option, and the thick stone walls that once turned back invaders hundreds of years ago are keeping even today's modern military machines at bay. The only way into the palace is through the front door.

It would be easy to send a column of Bradley tanks up to the gates and blast it open, but the ZLF has fortified the streets leading to the palace with RPG nests. As we have seen before, the mobile and unexpected nature of an RPG is the Bradleys' Achilles heel.

It is up to your fire teams to clear a path through the city for the Bradleys, but no mission is as simple as that. During the operation, the fire teams will be drawn from their main objective by the plight of pinned NATO forces as well as be called to offer aid to a CASEVAC under fire.



#### LEGEND

- 1 OBJECTIVE
- SP SAVE POINT
- ENEMY SOLDIER
- ALPHA TEAM ROUTE
- BRAVO TEAM ROUTE
- CASEVAC



C1  
C2  
C3  
C3a  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

## MISSION TACTICS

### OBJECTIVE 1: RESCUE NATO TROOPS

Your initial objective, when you begin this mission, is to make your way west to an established CASEVAC site in an old citadel. However, as you begin clearing the streets of ZLF thugs, your commanding officer comes over the radio and alerts you of an emergency situation. There are NATO troops pinned down by aggressive ZLF—and you need to assist them.

C2

C3

C3a

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

When you begin the mission, the streets of Zaffera are eerily quiet.



**Alpha Team:** You must head north, so move your men to the corner position northeast of your deployment point. After you verify that the street is clear, begin moving north.



**Bravo Team:** Keep close to Alpha Team, following them up the street. Use the cover points, even if there are no apparent tangos. It's always good practice.

**Alpha Team:** Midway up this main avenue is a side street, heading west. Carefully take up a corner position at the southern edge of the building.



**Alpha Team:** Look to the west. Your first hostile, a tango armed with an RPG, is at the far end of the street. As soon as he spots your position, he opens fire. The rocket fire, however, harmlessly zooms past your position.



## CAUTION

This is the last time you will be so lucky to face an RPG gunner with lousy aim. In the future, RPG gunners will start firing at the corner or cover positions your teams take up. If an RPG strikes, for example, a car that your men are using for cover—you're cooked. If you're at a corner position, the building will absorb some of the damage, but there is no way to completely avoid the hit. If you are wounded by RPG fire, immediately seek out a CASEVAC site as you won't be able to take any additional damage, even basic shrapnel.



**Bravo Team:** It takes time for the terrorist to reload an RPG launcher. Wait until the RPG gunner fires, then dash across the street and take up a corner position to the north of Alpha Team.



**Alpha Team:** Bravo Team needs to press up the street in order to get a clean shot at the RPG nest. Lay down some suppression fire on the RPG, preventing him from unleashing another grenade.



# CHAPTER 11: MISSION 5. PALACE GATES

**Bravo Team:** As soon as Alpha Team opens fire, move west down the street and take cover behind the blue car.



**Bravo Team:** Once you have settled behind the car, pull out the M203 grenade launcher and take aim at the RPG nest. Use the zoom feature to double-check the accuracy of your shot before letting it fly.



**Bravo Team:** Turn down the small alley heading west, directly opposite the abandoned blue car.



**Bravo Team:** Follow this alley west until it turns north.

## TIP

As soon as the RPG gunner has been eliminated, tell Alpha Team to cease fire.

**Bravo Team:** Start sweeping the back alleys. Continue west down the street, taking a corner position at the second alley heading north.



**Bravo Team:** Head north, and after taking up the corner position, start moving your men to the west.



**Bravo Team:** Move to the north, using available cover points like corners and dumpsters.



**Bravo Team:** There is a tango just beyond this building, so be sure to take up a corner position—do not follow the alley as it turns south.

## NOTE

Your commanding officer will come over the radio, alerting you of a slight change in your first objective. This is when you receive the official order to help the NATO soldiers.

C1  
C2  
C3  
C3a  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Bravo Team:** Look around the corner, to the southwest. A tango armed with an AK-47 is taking cover behind an old refrigerator. You need to send Alpha Team around, flanking the tango from the south.



C2

**Alpha Team:** Take up a corner position just as the alley starts to turn north.



C3

**Bravo Team:** Bravo Team is unable to move beyond its current position, so you need to get in there and help neutralize the tango.

C4

Start moving down the alley to the west.



C5

**Alpha Team:** Bravo Team is unable to move beyond its current position, so you need to get in there and help neutralize the tango.

C6

Start moving down the alley to the west.

C7

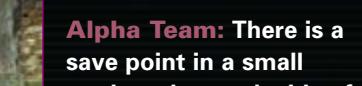
**Bravo Team:** Bravo Team is waiting for you to help them with their tango, you must throw a frag grenade to eliminate this target.

C8

Once the tango is down, move to the north corner of the building, next to the fallen tangos' fridge.

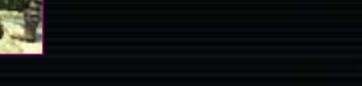
C9

**Alpha Team:** There is a save point in a small yard on the north side of the street.



C10

**Alpha Team:** There is a save point in a small yard on the north side of the street.



C11

**Alpha Team:** There is a save point in a small yard on the north side of the street.



C12

**Alpha Team:** Take the first alley north, just beyond the save point.



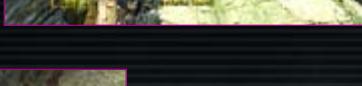
C13

**Alpha Team:** Take the first alley north, just beyond the save point.



C14

**Alpha Team:** Once the tango is down, move to the north corner of the building, next to the fallen tangos' fridge.



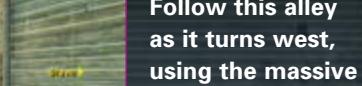
C15

**Alpha Team:** Once the tango is down, move to the north corner of the building, next to the fallen tangos' fridge.



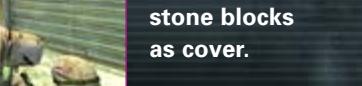
C16

**Alpha Team:** Once the tango is down, move to the north corner of the building, next to the fallen tangos' fridge.



C17

**Alpha Team:** Once the tango is down, move to the north corner of the building, next to the fallen tangos' fridge.



C18

**Alpha Team:** Once the tango is down, move to the north corner of the building, next to the fallen tangos' fridge.



**Alpha Team:** Take up a corner position just as the alley starts to turn north.



**Alpha Team:** There is another tango dug in here, firing at your position from behind a fridge.



**Alpha Team:** Since Bravo Team is waiting for you to help them with their tango, you must throw a frag grenade to eliminate this target.



**Alpha Team:** Once the tango is down, move to the north corner of the building, next to the fallen tangos' fridge.



**Alpha Team:** Peek around the corner and spot the tango that has Bravo Team pinned down.



# CHAPTER 11: MISSION 5. PALACE GATES

C1  
C2  
C3  
C3a  
C4  
C5  
C6  
C7  
C8  
C9  
C10

C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

**Alpha Team:** Lay down suppression fire and keep this tango from making any moves.



**Bravo Team:** You need to move in closer, as eliminating these tangos requires a tandem effort. Position the team at the corner just south of the NATO soldiers.



**Bravo Team:** Alpha Team is suppressing the tango. Bring up the Fire Cursor and blast the tango while he cowers from Alpha Team's fire.

**Alpha Team:** You cannot just make a break for the stone block in the middle of the yard to the north. The tangos will cut you down before you get halfway there. Instead, provide cover by throwing smoke grenades.



**Alpha Team:** After Bravo Team stops firing, turn northwest and begin closing in on the pinned NATO troops.

**Alpha Team:** Use more than one smoke grenade to create an effective screen. Throw one in front of the block, one between the block and the corner, and one at the corner, near Bravo Team. The thick screen will guarantee your safety.



**Alpha Team:** The troops are held down by two tangos stationed in a building. One fires from the bottom floor, while another targets the NATO troops from the second story balcony. To keep the tangos from seeing you, move to the giant block.



**Alpha Team:** When the smoke has filled the yard, run to a cover position behind the block. Duck down and stay there until the smoke clears.

**Alpha Team:** Now, move around the block, against the west wall of the building here. Do not move any farther north than the white door.



**Alpha Team:** First order of business—kill the tango on the second story balcony. Use the M203 for maximum effectiveness.

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Alpha Team:** That's one down, one to go. But the bottom tango is using the brick wall for cover. It's up to Bravo Team. Lay down suppression fire to keep the tango crouched down behind the wall.



C2

C3

C3a

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

**Bravo Team:** With the tango pressed down and unaware of your movement, step into the yard.



**Bravo Team:** Lob a frag grenade over the wall at the tango's position. This finishes off both targets, allowing the pinned NATO troops to move out safely.

As you approach, you witness the murder and madness of Al Afad and his ZLF thugs. It's a mass grave of ethnic Zekis, their corpses piled high to rot in the sun. You radio in the coordinates of the grave site, then receive orders to press westward toward the CASEVAC site—now on your Global Positioning System.



## OBJECTIVE 2: DEFEND CASEVAC

American forces have established a large CASEVAC site to the west, inside the stone walls of an ancient fortress. Both fire teams are needed there to help support a column of Bradleys, but before Alpha and Bravo Teams arrive, ZLF troops lay siege to the CASEVAC site. Your men must help eliminate the encroachers around the CASEVAC.



Use the nearby save point before venturing outside the mass grave site.

The NATO officer, a British SAS soldier, meets you in the middle of the courtyard. He needs to get his teammate to a CASEVAC site immediately. Before leaving the area, the SAS officer hands off some ammunition, refilling your stocks.



Something to the west catches your attention.



Direct both teams back to the main east-west street, where you initially dealt with the RPG gunner.



A CASEVAC site is located here on the street. If any of the men on either team requires medical attention, do it here.



# CHAPTER 11: MISSION 5. PALACE GATES

C1  
C2  
C3  
C3a  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

**Alpha Team:** Cross the street, heading south and take the next southward alley.



**Alpha Team:** Lay down suppression fire on this tango. Your bullets chew up the crate, exposing the frightened tango. Once the crate is gone, the suppression fire eliminates the tango. Cease fire.



**Alpha Team:** Take cover at the dumpster, then continue south. The goal is the tin roof building, marked with the blue and white towel hanging above its large, open entrance.



**Bravo Team:** Pass Alpha Team and head west, down the narrow lane.

**Bravo Team:** Stay close to Alpha Team, following them to the building.



**Bravo Team:** Stop at the corner and take cover; that allows you full visibility to the north.



**Bravo Team:** Take a corner position at the east side of the building's entrance.



**Bravo Team:** From this position, you can see a tango hiding behind a pickup truck in the middle of a clearing to the north.

**Alpha Team:** Peering around the corner, you spy a single tango taking cover behind a large wooden crate.



**Bravo Team:** Use the M203 on the corner of the pickup truck where the tango is hiding. The blast will kill him.



# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Bravo Team:** Eliminating this tango unlocks a save point directly to the west, across the street.



C2

C3

C3a

C4

C5

C6

C7

C8

C9

C10

C11



**Bravo Team:** Run north, across the street, to the corner position southwest of the wrecked pickup truck.

C12

C13

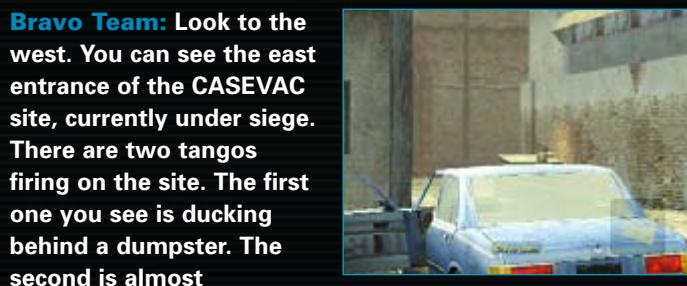
C14

C15

C16

C17

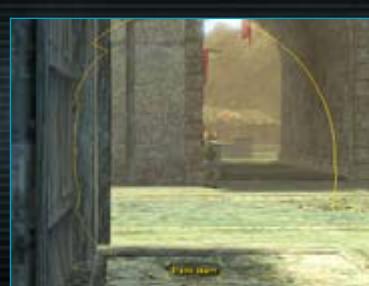
C18



**Bravo Team:** Look to the west. You can see the east entrance of the CASEVAC site, currently under siege. There are two tangos firing on the site. The first one you see is ducking behind a dumpster. The second is almost completely out of view. Do not worry about this tango yet.



**Bravo Team:** The tango at the dumpster doesn't notice your approach from the rear—he's too busy concentrating on the CASEVAC site. Riddle him with bullets.



**Bravo Team:** Move west, to the next corner position and shoot the second tango as he fires on the citadel.

**Bravo Team:** Move up to the next corner on the south side of the street. Do not step into the main north-south avenue. Two fortified tangos are to the southwest.



**Bravo Team:** Look southwest for a visual ID on the tangos. One is using the corner to shoot at your position, the other is crouched behind a dumpster farther southwest. Stay in this position for now.



**Alpha Team:** You need to flank the two tangos from the south. Hustle through the building where you shot the tango.



**Alpha Team:** Once through the building, turn west and make a run to the corner. You can see the save point in the clearing ahead.

## TIP

It is easy to get lost in these old alleyways. A lot of them look the same. Don't forget that you have a Compass Ribbon along the top of the screen. Use it to get your bearing if you lose your way in the city.



# CHAPTER 11: MISSION 5. PALACE GATES



**Alpha Team:** Continue west, down the narrow alleys. The alley will take a sharp turn south, then continue west.

**Alpha Team:** Take up a corner position facing northward. You will catch a glimpse of the tango hiding behind the dumpster. Don't make a move until Bravo Team suppresses this target.



**Bravo Team:** Lay down suppression fire at the two tangos to the southwest.



**Alpha Team:** Now that Bravo Team has the tango at the dumpster pinned down, step out, and open fire.



## CAUTION

Be careful here. There is still another tango between Alpha and Bravo Teams. You do not want a friendly fire incident, so keep an eye on the west wall ahead to see where Bravo Team's bullets are hitting.



**Alpha Team:** Creep up to the corner, ducking behind the dumpster.



**Alpha Team:** You should spot a tango standing in the open to the northwest. Open fire on him.



**Bravo Team:** With Alpha Team still hiding, cease fire. The tango at the corner steps back out and starts shooting at you.

C1  
C2  
C3  
C3a  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Alpha Team:** Before the tango knows you are there, pop up from behind the dumpster and nail him.



C2

C3

C3a

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

Your teams saw a lot of action since their last CASEVAC visit, so restock ammo before heading to the Bradleys.



All of Al Afad's men attacking the CASEVAC site are down. Direct both teams into the ancient citadel doubling as the CASEVAC site and meet up with your commanding officer.



Once you have all the rounds you can hold, head east through the citadel grounds and join the column of Bradleys outside.

## OBJECTIVE 3: ESCORT BRADLEYS

The palace gates are now just to the northeast, around the next bend of the main street. There is a column of Bradleys warming their engines, ready to make the run.

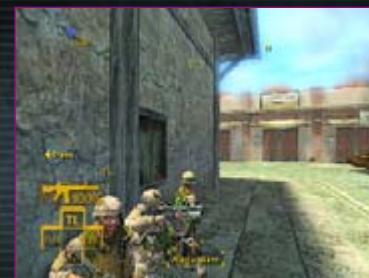
Your commanding officer wants your teams to escort the Bradleys to the front gate. There's been too much RPG activity in the area to let the Bradleys roll alone, so you are to scout ahead and eliminate any foot hostiles before the Bradleys crash the palace gates.



The Bradleys begin to roll down the street. It isn't long before your commanding officer is proven right—the first Bradley is destroyed by RPG fire, coming from the west. You need to hustle up there and deal with the RPG gunner before the second Bradley heads out.



**Alpha Team:** Head up to the northeast corner of the citadel, and confirm the presence of the RPG nest. The RPG gunner is fortified behind sandbags, so you will need to work with Bravo Team to eliminate him.



**Alpha Team:** As soon as you have the visual, back away from the corner. You do not want to get hit by an RPG.



# CHAPTER 11: MISSION 5. PALACE GATES



**Bravo Team:** Move up next to Alpha Team, near the corner. Get ready to make a move as soon as Alpha Team starts laying down suppression fire.

**Alpha Team:** Get back into the corner position and order a bound/suppress to the giant block just ahead, suppressing the RPG nest.



**Bravo Team:** Now that the RPG gunner is pinned, move around the corner and to the west, ducking behind Alpha Team.

**Bravo Team:** You need to get in position behind the blue car, which is parked parallel to the RPG gunner.



**Bravo Team:** As soon as you get alongside the RPG nest, open fire, killing the RPG gunner.



**Bravo Team:** You need to keep your eyes peeled for a tango that appears at the west end of the street.



**Bravo Team:** The tango foolishly stands in the open—perhaps he doubts the accuracy of your men? Prove him wrong by peppering his position with rifle fire.



**Bravo Team:** With the two tangos in the dirt, the Bradley rumbles up the street to your position. However, it will not drive any farther unless you can verify the safety of the street as it turns north.

**Bravo Team:** Head across the street to the northwest corner of the buildings.



**Bravo Team:** There are two more tangos positioned behind sandbags here, waiting for the Bradley. The tango on the west side of the street has an RPG.

C1  
C2  
C3  
C3a  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Bravo Team:** Spray the nest with suppression fire, or the RPG gunner will zero in on your corner position and blast you with a grenade.



C2

C3

C3a

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

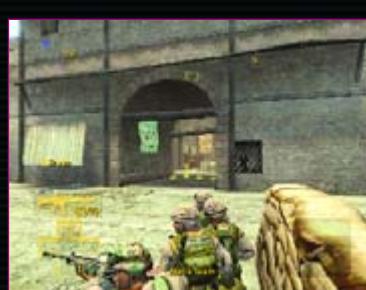
C14

C15

C16

C17

C18



**Alpha Team:** Once Bravo Team is laying down suppression fire, head through the archway on the north side of the street, near the crumpled RPG gunner.



**Alpha Team:** Flank the two active tangos by passing through the arch and heading north. (Don't worry, there are no tangos to the east.)

**Bravo Team:** Alpha Team is poised to strike from the north, so maintain the suppression fire.



**Alpha Team:** Bravo Team has the RPG nest covered, so get into the corner position and fire to the south, nailing the tango on the east side of the street.



**Alpha Team:** Once you have a confirmed kill, bound/suppress across the street to a cover position behind the stone block. Train your rifles on the RPG gunner.



**Alpha Team:** Follow the street as it turns west.

**Alpha Team:** As soon as you slide behind the rock, your fire eliminates the RPG gunner.



**Alpha Team:** Get ready to drop into a corner position to the north of the two tangos.



That was the last tango leading up to the ancient palace gates. The Bradley roars back to life and starts moving to the palace entrance, east of Alpha Team's current position.



# CHAPTER 11: MISSION 5. PALACE GATES

**Alpha Team:** Follow the Bradley as it heads east.



**Alpha Team:** As soon as you peer down the east street leading directly to the palace, you spot a Soviet BMP tank. The Bradley quickly lays the BMP to waste with a volley of shells.



The Bradley finally turns its guns on the palace gates, blasting the antiquated doors to splinters and wrapping up this mission.



## CO-OP BRIEFING

The bizarre calm and the narrow streets make this a thrilling mission, as you never know if a tango lies in wait behind the next corner. Fortunately, our map takes out the guesswork.

- Most of the tangos in this mission require teamwork to eliminate, especially the RPG nests. Always confirm with each other that you are in position and that suppression fire is indeed in play. All it takes is one errant RPG to end a mission prematurely.
- Each team has several smoke grenades, so don't be stingy with them. Use as many as necessary to provide safe cover when rescuing the NATO soldiers.
- Always steer clear of corners when dealing with RPG gunners from this level forward. They have much better control of their weapons and will rip apart a team if they have a chance. No warning shots anymore.
- Friendly fire is an issue in this mission. When Alpha and Bravo Teams put tangos in the middle by flanking them on both sides, the cross fire can turn into deadly friendly fire that takes out your own men. Watch the walls to verify where bullets are hitting before rushing in to deliver kill shots.

C1  
C2  
C3  
C3a  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18



C1  
C2

## MISSION 6: PALACE

C3  
C4

### MISSION BRIEFING

The Bradley has blasted open the doors to the ancient palace in the heart of Zaffera, the current hiding spot of Al Afad. Because an air strike on the palace is both impractical and would ravage an important historical site, ground forces must hunt down Al Afad.

C5  
C6  
C7

Not only has Al Afad been confirmed in the palace, but some of his top lieutenants are with him. This mission provides a unique chance to cut the head off the ZLF and end this war a lot quicker. In addition to Al Afad and his lieutenants, a weapons cache here needs to be found and secured. If these weapons can be secured, ZLF thugs will have a lot less boom-boom to work with.

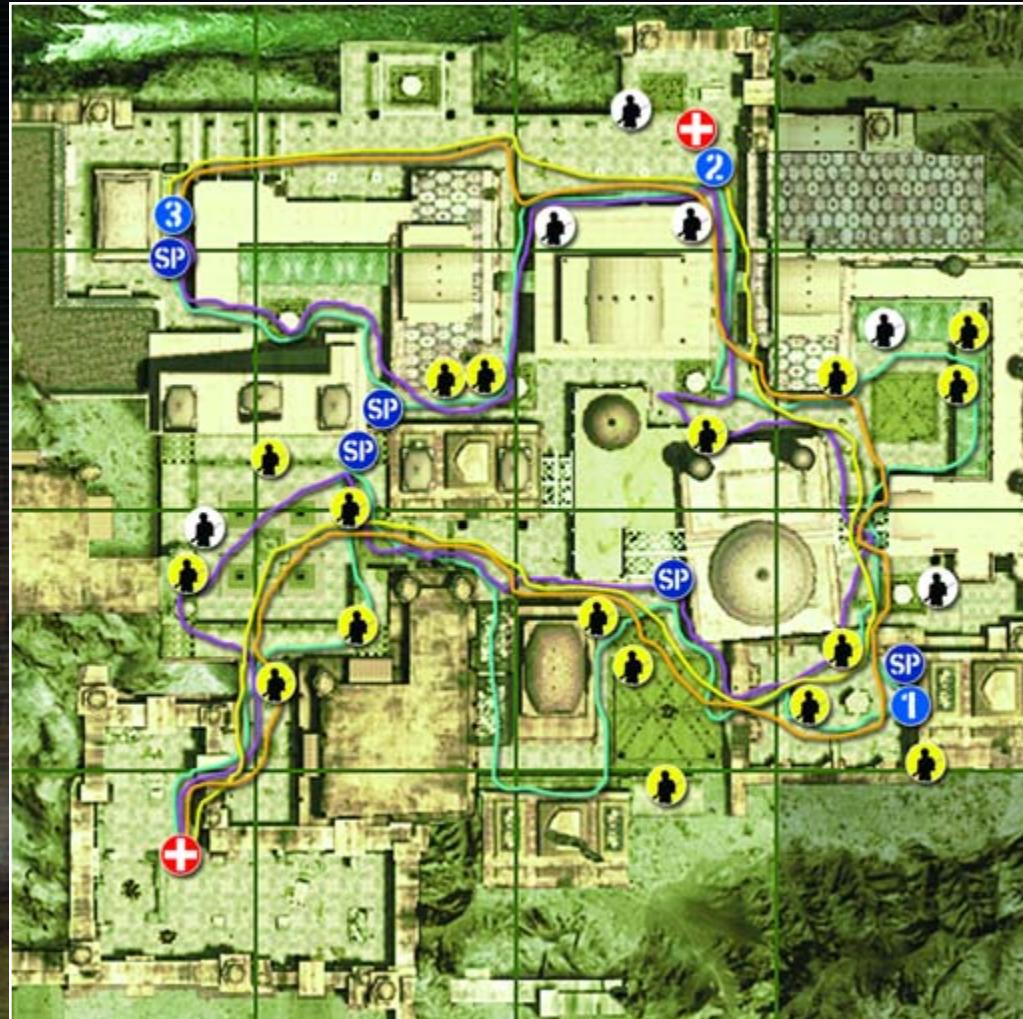
C8  
C9

The enormity of the palace provides multiple hiding places for Al Afad's loyalists, including several advantageous positions for snipers. Clearing the palace of enemy presence will require smooth, controlled movements. The fire teams must keep their eyes on the ground level and constantly search the buttresses and balconies above.

C10

#### LEGEND

- 1 OBJECTIVE
- SP SAVE POINT
- ENEMY SOLDIERS IN
- ENEMY SOLDIERS OUT
- ALPHA TEAM ROUTE IN
- ALPHA TEAM ROUTE OUT
- BRAVO TEAM ROUTE IN
- BRAVO TEAM ROUTE OUT
- CASEVAC





# CHAPTER 12: MISSION 6. PALACE

## MISSION TACTICS

### OBJECTIVE 1: LOCATE WEAPONS CACHE

Capturing Al Afad is the main objective in this mission, but first, you must find and secure a cache of ZLF-controlled weapons. As you sweep the palace grounds, always keep one eye on the second story—there are lots of snipers roaming the balconies. All it takes is a bullet or two from an unseen sniper to end the mission.

The massive scale of the palace is impressive, but you don't have time during this mission to admire the architecture. There is a CASEVAC site at the front gates of the palace for you to replenish your ammunition supplies or heal a wounded man.



**Alpha Team:** Head north to the massive door leading into the palace grounds. Do not take up a corner position right away. A tango just north of the door will flee the moment he sees you.



**Alpha Team:** When you see the tango, draw up a Fire Cursor and eliminate him as he retreats. If you miss him, he takes up a position in the courtyard to the north where he can be neutralized with a frag grenade.

**Alpha Team:** Bound/suppress to the door, guns trained to the north.



## TIP

When you are bounding and half of your team is already to the designated location, you can still press **X** and bring up a Fire Cursor to shoot a target. The catch is that you will not be able to attack the tango with the ferocity of all four rifles, just two. However, if you have a clean shot, go ahead and take it—your men are well-trained and should nail the target.

**Alpha Team:** With the tango out of the way, move north to the giant archway leading into a lush courtyard. Take up the corner on the west side of the archway.



**Alpha Team:** When you settle into the corner, you spot a tango on the second story directly across from your position.



**Alpha Team:** Target the tango with the Fire Cursor and eliminate him.



**Alpha Team:** Now, slip into the courtyard and take cover at the first stone to the east.

- C1
- C2
- C3
- C3a
- C4
- C5
- C6
- C7
- C8
- C9
- C10
- C11
- C12
- C13
- C14
- C15
- C16
- C17
- C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Alpha Team:** Another sniper on the second level appears to the northeast. Shoot him from his perch.



C2

C3

C3a

C4

C5

C6

**Alpha Team:** More snipers lurk on the second level, so head east, keeping under the ledge, and take cover on the east side of the far stone.



C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

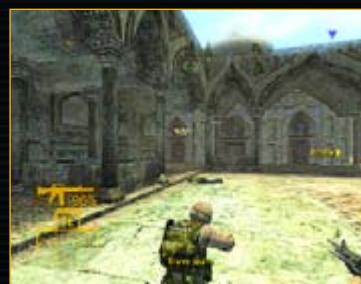


**Alpha Team:** Look up to the second level. Another sniper is on the second level to the west. Shoot him down before he can draw a bead on your position.

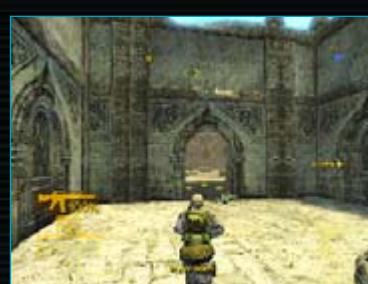
**Bravo Team:** Order a bound/suppress to the stone to the north, taking cover on the west side of it.



**Bravo Team:** The final tango in the courtyard is above Alpha Team, to the southeast. Draw up a Fire Cursor and nail him.



When this first courtyard is completely clear of tangos, a save point appears in the northwest corner. Use it.



**Bravo Team:** One last sniper remains in the courtyard, directly above Alpha Team's position. Head north, into the courtyard.

**Bravo Team:** Head east to the passageway leading into the next area.



**Bravo Team:** Pass through the archway and head west, down to the farthest stone.



A cutscene begins, showing that intel was right on. Some of Al Afad's top men are on the palace grounds, including the "Jack of Hearts," a high-priority target. The ZLF thugs flee to the north, bringing down the ceiling behind them so you cannot follow their flight.





# CHAPTER 12: MISSION 6. PALACE

**Bravo Team:** When the cutscene ends, your men are behind a stone planter looking north.



**Bravo Team:** A tango to the north of your position is taking shots at your men from behind a corner. Lay down suppression fire in his direction to keep him pinned.



**Alpha Team:** Head south, down a barren passageway. When you are out of harm's way, Bravo Team can cease fire and conserve rounds.



**Alpha Team:** Move south to the corner, granting a full view to the east. A tango on the second story shoots at your position.

**Alpha Team:** Because the tango has cover, you cannot nail him from the ground. To get by, order a bound/suppress to the south—underneath the ledge—with guns trained on the tango.



**Alpha Team:** Next, order another bound/suppress to the large stone to the east. Direct your fire to the north.

## NOTE

The great thing about the palace is that it is made almost entirely of stone, which stops bullets more effectively than Kevlar. Feel safe as long as you are hiding behind anything made of stone.

**Alpha Team:** As you slide behind the stone, you can see the tango that was previously shooting at Bravo Team, as well as a new tango in the middle of the grass to the north. Your suppression fire eliminates Bravo Team's tango.



**Alpha Team:** Keep laying down suppression fire on the tango in the grass so he hides behind the planter.

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Bravo Team:** Move east to the corner where the tango was just standing. This will allow you a view to the south.



C2

**Bravo Team:** The weapons cache is located in the neighboring courtyard, just beyond the archway to the east.

C3

C3a

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

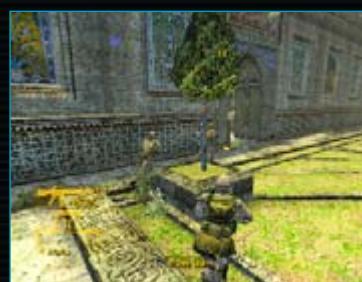
C16

C17

C18



**Bravo Team:** Alpha Team has the tango pinned down, so lob a frag grenade at him. He is caught in the frag's kill radius.



**Bravo Team:** Make a run to the archway, settling at the north corner. Do not pass through the archway yet.



**Alpha Team:** Order a cease fire so Bravo can get a shot off at the sniper above you.

**Bravo Team:** A tango stands just inside, on top of the first pillar to the east. Shoot him off the pillar.



**Bravo Team:** Now you have a clean shot at the sniper above Alpha Team, so draw up a Fire Cursor and pick him off the ledge.



**Alpha Team:** Move up to the south side of the archway.

A save point appears to the northeast, next to the large domed building. Use it to record your progress.



**Alpha Team:** Bound to the first pillar—where the tango was just standing—and take up a corner position on the north side. However, point your guns to the southeast. A tango is situated on the second level, just out of sight. Your men shoot him as he appears.





# CHAPTER 12: MISSION 6. PALACE

**Alpha Team:** As you slide behind the pillar, a tango rushes into the area from a passage to the northwest.



**Alpha Team:** The tango uses the stones here as a shield, so lob a frag grenade at the ground near his feet to kill him.



**Alpha Team:** The weapons cache is to the east, behind the second large pillar. Move to the cache, securing it.

## OBJECTIVE 2: REACH THE CASEVAC

Now that the weapons have been secured, you must rendezvous with a CASEVAC truck to the north. There are more tangos lurking on the grounds, so stay frosty.

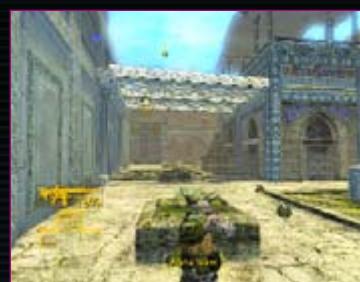
Position both teams on each side of the archway heading north.



**Alpha Team:** The coast is clear, so order a bound/suppression to the large planter to the north.



**Alpha Team:** As you move north, a tango appears on the second story ahead. Your suppression fire takes him down.



**Bravo Team:** Press farther north, to the south side of the giant stone in the passageway ahead of you.



C1  
C2  
C3  
C3a  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Bravo Team:** Catch up with Alpha Team at the giant stone.



C2

C3

C3a

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

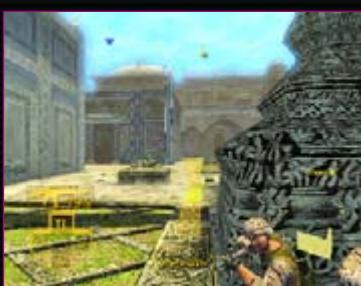
C14

C15

C16

C17

C18



**Alpha Team:** Move to the west side of the giant stone.



**Alpha Team:** From this position, shoot the tango.



**Alpha Team:** Next, move west to a corner position at the ornate building.

## TIP

Don't forget that you can order recon flights from your Global Positioning System. The intel from the recon flights is solid in this mission, as few of the tangos are moving around. Most are dug in, and prepared to stay there until you cross paths with them.



**Alpha Team:** Two tangos are located to the northeast. One is at ground level, well positioned behind cover. The other is on the second story, in the open. Nail him where he stands.



**Alpha Team:** Order a bound/suppression to the east. You want to reach the blue stones underneath the ledge, so train your weapons on the surviving tango to keep him pinned.



**Bravo Team:** Head northwest, taking up a corner position at the next building, looking west.



**Bravo Team:** A tango stands in plain sight to the west. Draw up a Fire Cursor and neutralize him.



**Alpha Team:** From the corner, move west to the small planter.



# CHAPTER 12: MISSION 6. PALACE

**Alpha Team:** Two tangos appear to the west, all the way at the other end of the passageway. The sniper on the second story is too hard to hit, but if you move Bravo Team closer, you can eliminate the tango on the ground.



**Alpha Team:** Suppress the two tangos from the planter.



**Bravo Team:** Run to the corner to the west. Once there, have Alpha Team cease fire before making another move to the west.

**Bravo Team:** Now, order suppression fire against the second story tango.



**Alpha Team:** Bravo Team has the sniper pinned, so head west to the dry fountain. As soon as Bravo Team stops firing and moves out of the way, direct suppression fire on the sniper.

**Bravo Team:** Retreat to the east, moving to the corner north of where Alpha Team is positioned. Suppress the tango from here so Alpha Team can get out of the area.



**Bravo Team:** Move up to the next corner.



**Alpha Team:** While Bravo Team pins the sniper with suppression fire, skirt around them and head to the north.



**Bravo Team:** From this position, you can kill the tango on the ground with the M203 grenade launcher.



Once both teams are at the corner, run north, through the passageway, and meet up with the CASEVAC truck.

C1  
C2  
C3  
C3a  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

## OBJECTIVE 3: CAPTURE AL AFAD'S LIEUTENANT

Intel has pinpointed one of Al Afad's lieutenants in the northwest corner of the palace grounds. The fire teams must hurry to the scene and capture the lieutenant, as he will most certainly possess a great deal of intel on Al Afad's operations.

C2

C3

C3a

C4

The next few passages are free of tangos, so keep the teams together as you rush to the lieutenant's location. From the CASEVAC truck, head west until you reach a passage that turns south.

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

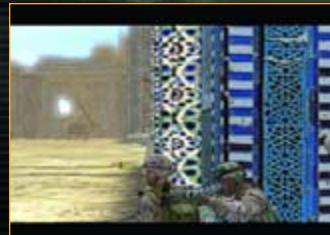


Head south, and then turn west when you reach the end of the passage.



A save point appears to the west. Use it, then follow the passage as it turns north.

Now, continue west and once you reach the far corner, a cutscene begins.



Your men spot Al Afad and his lieutenant. Before you can do anything, though, Al Afad shoots his own man in the back and flees in a black SUV.

Despite the point blank shot, the lieutenant is still alive. You must escort the lieutenant back through the entire palace grounds to the CASEVAC at the front gates.



Head to the bleeding lieutenant in the passageway.



**Bravo Team:** Pick up the lieutenant. Now, in order to carry the man, you must sacrifice both speed and a gun. Alpha Team is now in charge of eliminating tangos on the way out. Use the save point to save your progress.

Send both teams to the east, to the massive wall that Al Afad's SUV drove through.





# CHAPTER 12: MISSION 6. PALACE

**Alpha Team:** Three tangos are positioned in the courtyard to the east, where the CASEVAC truck was located before it had to pull out.



**Alpha Team:** You are at a complete disadvantage here. The three tangos have the courtyard covered, so make a fast break toward the tango to the south.



**Alpha Team:** Shoot the tango as you run.

**Alpha Team:** Once you make it to the tango's spot, at the corner, turn around and eliminate the other two tangos.



**Alpha Team:** Use the M203 on the tango to the northeast of your current position.

**Alpha Team:** Only one tango left. Order a bound/suppress to the east, stopping at the first fountain. Direct your fire at the tango hiding behind the corner.



**Alpha Team:** Once you are at the fountain, use a frag grenade to kill the tango at the corner. The courtyard is now clear.



**Bravo Team:** Catch up with Alpha Team at the fountain to the east.



C1  
C2  
C3  
C3a  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1



**Alpha Team:** Move south and turn east when you reach the ornate, blue building.

C2

C3

C3a

C4

C5

C6

**Alpha Team:** Creep up to the southeast corner of this ornate building; there is a nearby tango to contend with.



C7

C8

C9

C10

C11

**Alpha Team:** The tango is on the second story, to the north. Shoot him off the ledge so your men can continue south.



C12

C13

C14

C15

C16

C17

C18



**Alpha Team:** Head south, taking up a corner position on the east side of the next building—just before the archway leading to the area where you found the weapons cache.



**Alpha Team:** There is another tango standing in the open to the southeast. Shoot him.

Send both teams into the area with the weapons cache. There is now a save point near the two massive pillars. Use it.



Head west, past the pillars and through the archway leading to the grassy yard.

An Air Force plane swoops low over the palace. There is a gigantic explosion at the large domed building to the west. The rubble from the explosion blocks the south passage, so the teams must continue to the west.



**Alpha Team:** Move northwest across the grass to the nearby save point. After using it, start moving down the western passage, but stop at the planter just before you reach the courtyard where you had your initial firefight.



# CHAPTER 12: MISSION 6. PALACE



**Alpha Team:** A tango waits on the opposite side of the courtyard, behind cover. Lay down suppression fire and keep him covered in the corner.

**Bravo Team:** Catch up with Alpha Team. Take cover behind the planter to the north of Alpha Team's position.



**Bravo Team:** Pull out the M203 and launch a grenade at the tango, eliminating him.

The path to the CASEVAC at the front gate is now clear. Send both teams through this first courtyard and head south.



Pass through the palace's front gate and drop the lieutenant off at the CASEVAC site. You managed to save his life, and the amount of intel he can give the Army is worth his weight in gold.



## CO-OP BRIEFING

The palace grounds are a fertile site for target practice—for you and Al Afad's loyalists. The teams must never stray too far from each other as it takes teamwork to eliminate many of the tangos, especially the snipers on the second story.

- While a single team can neutralize all of the tangos in the first courtyard, you can clear the area faster by spreading out and using the ledges as cover to target the snipers.
- You do not have to kill all of the snipers to complete the mission. If you can remain under cover, you can pass by safely.
- Once you rescue Al Afad's lieutenant, progress slows down. The team that does not carry him cannot get too far ahead.
- The team not carrying the lieutenant has the job of clearing out the rest of the tangos, so assign rescue duty to the team with the least amount of ammo in reserve.
- None of the tangos in this level absolutely must be eliminated with the M203 except the last thug on the way out. So feel free to use it often, but save one M203 round for this final tango.

C1  
C2  
C3  
C3a  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18





C1

C2

C3

C3a

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

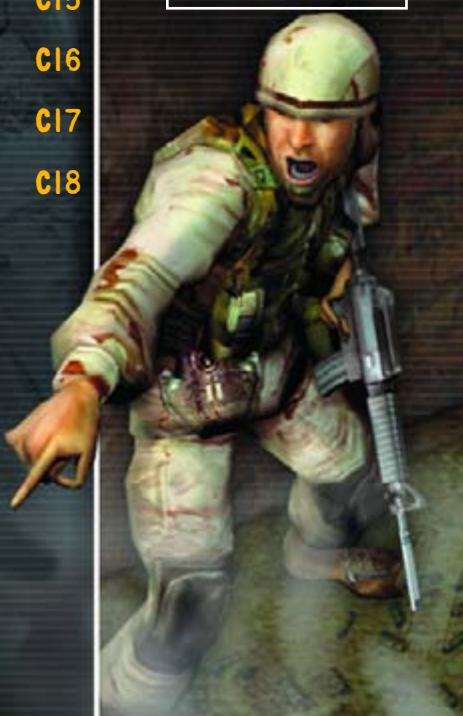
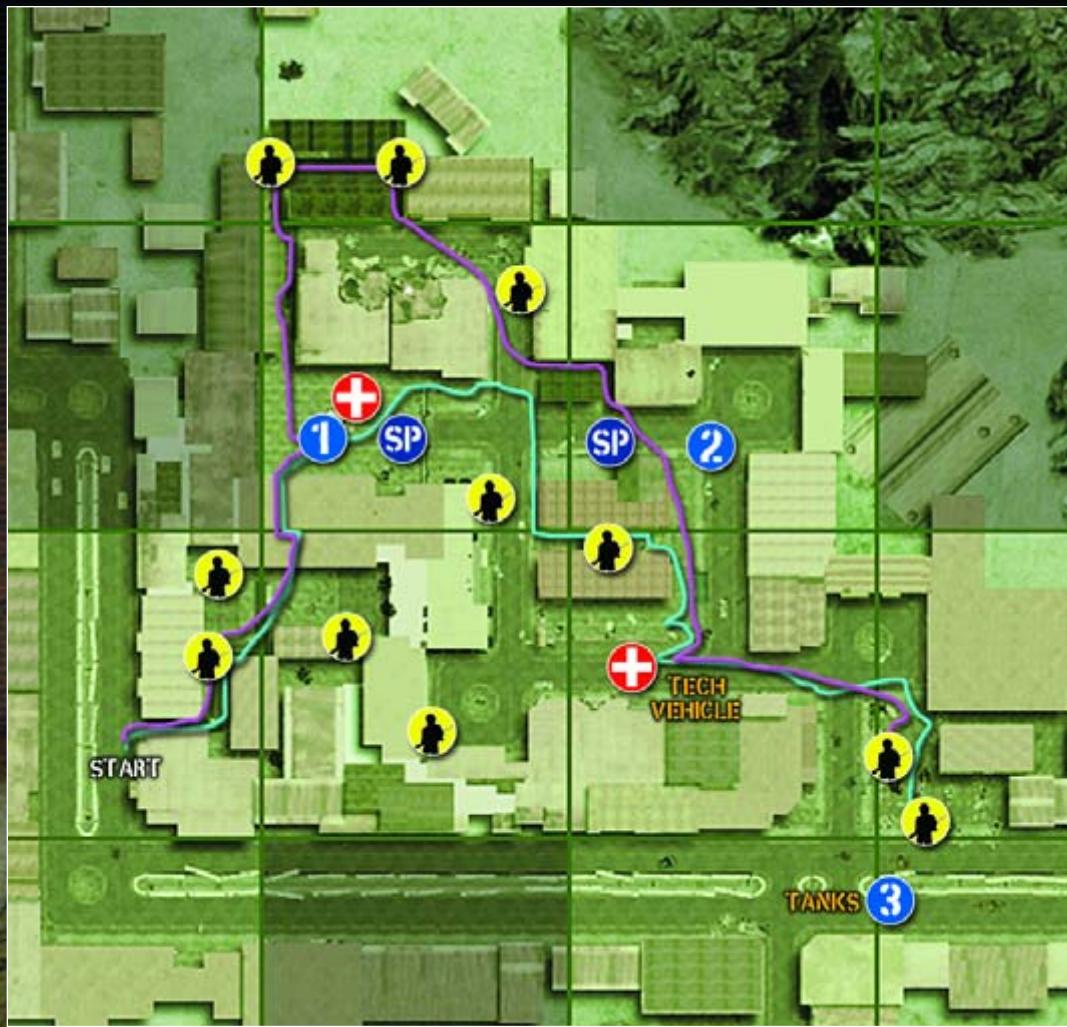
## MISSION 7: SANDSTORM

### MISSION BRIEFING

Alpha and Bravo Teams are en route to the university, via a M1025-Armored Personnel Carrier column. A heavy sandstorm whips through the city streets, lowering visibility. Without warning, an anti-armor attack from Al Afad's tanks destroys the lead vehicle. The column comes to an abrupt stop to prevent any more casualties.

Progress cannot resume until the enemy tanks have been eliminated by air support, so the fire teams must move up and paint the anti-armors' position. The sandstorm is preventing many Al Afad loyalists from fighting, but the diehards that do brave the gritty winds are using the loss of visibility to their advantage. The teams must use slow, thorough sweeps through the alleys to identify targets.

To make matters worse, a CASEVAC truck is cut off from helping the wrecked M1025-Armored Personnel Carrier by an armored technical vehicle patrolling the streets. Before you can deal with the tanks, you must seek out the CASEVAC truck and disable the dangerous technical vehicle.





# CHAPTER 13: MISSION 7. SANDSTORM

## MISSION TACTICS

### OBJECTIVE 1: FIND THE CASEVAC

You begin this mission in the street, several blocks west from the wrecked M1025-Armored Personnel Carrier site. Your overall mission is to work your way through the sand-blown city blocks and find a way to destroy the tanks. But first, you must locate the CASEVAC truck trapped by gunfire.

When you begin the mission, you get an idea of just how low visibility really is. To make matters worse, thanks to this infernal sandstorm, you cannot order any recon flights during this mission.



**Bravo Team:** Closely follow Alpha Team into the alley.



**Alpha Team:** Duck into the narrow alley heading east to get out of the storm.

**Alpha Team:** Bound and suppress to the overturned fridge ahead, keeping the tango at bay until your four men are behind cover.



**Alpha Team:** Once at the fridge, suppress the tango—but keep your Fire Cursor well to the east so Bravo Team can leapfrog you without taking friendly fire.



**Bravo Team:** Your movement causes the tango to retreat to the dumpster. Keep the tango pinned at the dumpster by laying down suppression fire.



**Alpha Team:** Take up a corner position, looking to the northeast. A tango is hiding behind the corner up ahead taking potshots at your position.

**Alpha Team:** Head up to the corner where the tango was originally hiding. You now have a clean shot at the pinned target. Open fire and take him down.



C1  
C2  
C3  
C3a  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Bravo Team:** Cease fire as soon as Alpha Team nabs the tango. Next, move north and press up against the south wall of the small garage.



C2

**Bravo Team:** Cease fire as soon as Alpha Team nabs the tango. Next, move north and press up against the south wall of the small garage.

C3

**Bravo Team:** Cease fire as soon as Alpha Team nabs the tango. Next, move north and press up against the south wall of the small garage.

C4

**Bravo Team:** Cease fire as soon as Alpha Team nabs the tango. Next, move north and press up against the south wall of the small garage.

C5

**Bravo Team:** Cease fire as soon as Alpha Team nabs the tango. Next, move north and press up against the south wall of the small garage.

C6

**Bravo Team:** Cease fire as soon as Alpha Team nabs the tango. Next, move north and press up against the south wall of the small garage.

C7

**Bravo Team:** Cease fire as soon as Alpha Team nabs the tango. Next, move north and press up against the south wall of the small garage.

C8

**Bravo Team:** Cease fire as soon as Alpha Team nabs the tango. Next, move north and press up against the south wall of the small garage.

C9

**Bravo Team:** Cease fire as soon as Alpha Team nabs the tango. Next, move north and press up against the south wall of the small garage.

C10

**Bravo Team:** Cease fire as soon as Alpha Team nabs the tango. Next, move north and press up against the south wall of the small garage.

C11

**Bravo Team:** Cease fire as soon as Alpha Team nabs the tango. Next, move north and press up against the south wall of the small garage.

C12

**Bravo Team:** Cease fire as soon as Alpha Team nabs the tango. Next, move north and press up against the south wall of the small garage.

C13

**Bravo Team:** Cease fire as soon as Alpha Team nabs the tango. Next, move north and press up against the south wall of the small garage.

C14

**Bravo Team:** Cease fire as soon as Alpha Team nabs the tango. Next, move north and press up against the south wall of the small garage.

C15

**Bravo Team:** Cease fire as soon as Alpha Team nabs the tango. Next, move north and press up against the south wall of the small garage.

C16

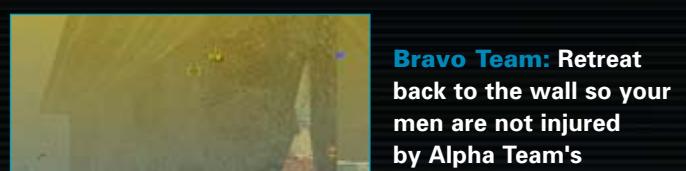
**Bravo Team:** Cease fire as soon as Alpha Team nabs the tango. Next, move north and press up against the south wall of the small garage.

C17

**Bravo Team:** Cease fire as soon as Alpha Team nabs the tango. Next, move north and press up against the south wall of the small garage.

C18

**Bravo Team:** Cease fire as soon as Alpha Team nabs the tango. Next, move north and press up against the south wall of the small garage.



**Bravo Team:** A tango is hiding inside the garage, behind a parked car. Step out and lay down suppression fire on the tango's position behind the car.



**Alpha Team:** While Bravo Team is holding down the tango, head up to the next fridge, within firing distance of the car.



**Bravo Team:** Retreat back to the wall so your men are not injured by Alpha Team's upcoming attack.

**Alpha Team:** Use the M203 grenade launcher to destroy the car, killing the tango.



**Bravo Team:** You must now cross the small clearing, heading for a hallway on the other side of the car. Bound to the hallway, training your weapons to the south. A sniper is laying in wait to the southeast.

**Bravo Team:** When you make it to the hallway, you can identify the sniper's position from his gunfire. Lay down a thick spray of suppression fire so Alpha Team can slip into the hallway behind you.

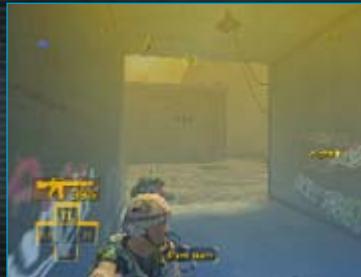


## CAUTION

The sniper's position is made known only when he begins firing on you. That's the danger of fighting in this sandstorm; you cannot immediately identify faraway targets. So always cover yourself when moving.



**Alpha Team:** With Bravo Team covering the tango, run into the hallway, out of range.



**Bravo Team:** As soon as Alpha Team is a safe distance into the hallway, cease fire and retreat into the hallway as well.



# CHAPTER 13: MISSION 7. SANDSTORM

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

There are no tangos between this hallway and the CASEVAC truck, so send both teams down the west hallway.



**Alpha Team:** You need to head east. There is a small gap on the north end of the wall between the clearing on the street.



Take the hallway that turns off to the north, then spills out into a clearing—right back into the sandstorm.



**Alpha Team:** Once at the gap, direct your men to a cover position behind the short stretch of half-wall, allowing them to look south.

The cut-off CASEVAC truck is in this courtyard, to the east. Run up to the truck to speak with one of the doctors.



**Alpha Team:** A tango pops out of hiding to the southeast, across the street. You can eliminate this tango from your current position, so open fire. Once the tango is down, stay put while Bravo Team moves.

## OBJECTIVE 2: ELIMINATE THE TECHNICAL VEHICLE

The doctor informs you that they were heading for the M1025-Armored Personnel Carrier crash site, but a technical vehicle patrolling the streets is keeping it pinned down in this courtyard. You have orders to destroy the tanks, but your commanding officer instructs you to help the CASEVAC truck.

You must hunt down the technical vehicle, which is east of the pinned CASEVAC at the moment. The technical is heavily armored, so you must blast it with three M203 grenades—direct hits to the vehicle, not the NSV machine gun mounted in the back—to knock it out of commission.

Alpha and Bravo Teams must split up to flank and destroy the technical vehicle, but before leaving the clearing, stock up on ammo at the CASEVAC and use the save point to the east.



**Bravo Team:** From the CASEVAC truck, head north, into a narrow alley.



**Bravo Team:** Follow this alley north, using corners for cover positions.

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Bravo Team:** Take up cover behind the dumpster.



C2

**Bravo Team:** When you



C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

**Bravo Team:** Follow the alley as it turns east and take it to the end, where it begins to head south. Stop here and wait for Alpha Team.



C13

C14

C15

C16

C17

C18

**Alpha Team:** From the half-wall, move east and take up a corner position looking north so you have a full view of the street.



**Alpha Team:** There is a tango in the street. When he spots you, he takes cover behind a parked car.

## NOTE

You can deal with this tango in two ways—either blast the car with the M203 or have Bravo Team flank from the north. However, Bravo Team has already spent one M203 grenade and you should save as many M203 grenades as possible for dealing with the technical vehicle, so resist the easy kill.



**Alpha Team:** Suppress the tango at the car, keeping him pinned down.

**Bravo Team:** Move



up to the corner of the alley so you can look east. Your presence causes the tango to flee his position from the car, and Alpha Team takes him down in the street. Unfortunately, you won't see any of this as you move up to the corner because another tango appears seemingly out of nowhere behind you.



**Bravo Team:** Fire on the tango that comes out before he can raise his AK-47.

## TIP

Quickly switch to Alpha Team and order a cease fire before moving Bravo Team any further.



# CHAPTER 13: MISSION 7. SANDSTORM

**Bravo Team:** With both tangos down, it is safe to move into the street. Head east, past the bombed-out building, and take up a corner position where the street begins to turn south.



**Alpha Team:** There is a tango in the middle of the alley, between two wooden pushcarts. He is unaware of your position, so open fire before he sees you.



**Bravo Team:** Cross the street, heading south-east, and move to a corner position at a small alley between the large buildings and a small brick structure, just past the dumpster.

**Alpha Team:** Creep halfway down the alley, then press yourself against the north wall.



**Alpha Team:** Cross the street, too, and stop at the corner of the small brick structure.



**Bravo Team:** Alpha Team is in good position now to attack the technical vehicle, so flush it their direction. Head east down the small alley, then follow it as it turns south. Take up cover at the corner.



**Alpha Team:** Cross the street heading south and duck behind the station wagon.



**Alpha Team:** There is an east-west alley ahead, between these two buildings. Run up to the corner of the alley, so you can peer to the east.

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Bravo Team:** As soon as the vehicle sees you, it hightails it south. You can track the vehicle's position on your Global Positioning System unit. The new location is marked with a blue triangle.



C6



C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

**Bravo Team:** You need to distract the technical vehicle so Alpha Team can move close enough to launch M203 grenades at it. So, head east to the corner position (where the vehicle was previously) and look south.



C19

**Alpha Team:** The technical is closer to you now. Move to the southeast corner of the alleyway.



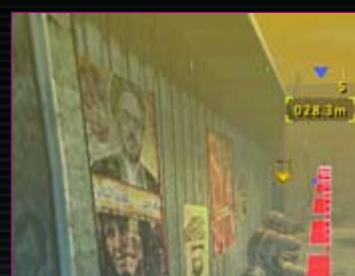
**Bravo Team:** Dart out into the street, then run back to the corner. The technical starts firing at you.

**Alpha Team:** With the technical vehicle firing at Bravo Team, run to the west side of the metal shack to the south of your current position.



C20

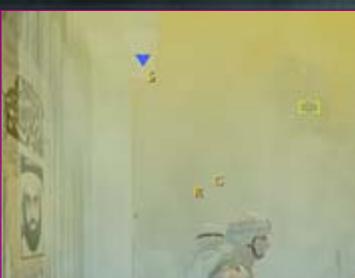
**Alpha Team:** Take a peek into the street, looking south. The technical vehicle is at the end of the road.



**Alpha Team:** You cannot get a clean shot from this position without revealing yourself to the technical—and its NSV machine gun will chew up your cover. You must get to the collapsed building to the southwest of your current position. Throw two or three smoke grenades to the south to cover your path.



**Alpha Team:** Wait for the smoke to pour out of the grenades. Between the smoke and blowing sand, you can then run safely to the collapsed building.





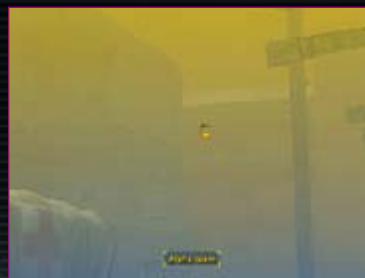
# CHAPTER 13: MISSION 7. SANDSTORM

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

**Alpha Team:** Now, move to the corner position of the building so you can peer south and get a visual on the technical vehicle.



**Alpha Team:** Disabling the technical vehicle frees up the CASEVAC truck. The CASEVAC stations itself in the street south of your position. However, the area is not safe just yet. Head for the next corner, just south of the position you held when you blasted the technical, and look to the southwest.



**Alpha Team:** Lay your Fire Cursor on the tango's position and start shooting. It may take a moment, but your men will eventually neutralize the tango.



**Alpha Team:** The CASEVAC truck is now clear. Make a run for the truck and restock your ammunition.



**Bravo Team:** Head for the CASEVAC site as well and refresh your ammo supply.

## OBJECTIVE 3: PAINT THE TANKS

The teams are close to the tanks that flattened the M1025-Armored Personnel Carrier. The sandstorm has cleared up enough for an air strike to be called in, but one of the teams must get sufficiently close to the tanks to radio in exact coordinates. You cannot just run up to the tanks, as they will cut you down before you even put your finger on the radio. Instead, you must find a way around and approach the tanks from their blind spot.



**Alpha Team:** Start moving to the east, toward the street heading south.



# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

A cutscene will begin, showing the futility of a direct assault on a tank. Two brave ethnic Zekistan fighters try to blast one of the tanks with an RPG, but the tanks effortlessly kill them and bring down an entire building on top of them.



C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

## NOTE

Hopefully, you still have a couple M203 grenades in reserve, because it will make this final push toward the tanks much easier.

## CAUTION

Under no circumstances should you run down the street heading south, lest you meet the same fate as the Zeki fighters.



**Alpha Team:** A tango stands in the field of debris to the south.



**Alpha Team:** Use the M203 to eliminate the tango so you can safely enter the field.



**Alpha Team:** Move south, into the rubble-filled field and take cover behind the debris pile against the east wall.



**Alpha Team:** There is one more tango in this field, so lay down suppression fire on this section of fence to the south.





# CHAPTER 13: MISSION 7. SANDSTORM

**Bravo Team:** Head to the east, toward the rubble field where Alpha Team is stationed.



**Bravo Team:** From this position, you can spot the tango that Alpha Team has pinned down with their suppression fire.



**Alpha Team:** Dart to the rubble pile where the tango just stood.



**Alpha Team:** Paint the tanks with your Air Strike Cursor. When the cursor turns green, you are close enough to confirm the tanks, coordinates. Call down the strike and enjoy the fireworks.



The air strike devastates the two tanks, leaving nothing behind but twisted, smoking metal. The mission ends in success.



## CO-OP BRIEFING

This sandstorm-swept mission requires careful tracking of enemy targets so there are no surprises, especially when tracking the technical vehicle.

- With the sandstorm limiting visibility, you must communicate to each other via headset when tangos have been sighted.
- The technical vehicle will cut down any attempts at one-man heroics, so each team must work together to keep the truck distracted as you move in for the kill.
- The technical is a moving target, but do not attempt to blast it while it is in motion. Always wait for it to stop so you can get a clean shot.
- One team must have the sniper at the end of Objective 2 under control before anybody makes a move to the new CASEVAC site. It's an easy tango to forget, but he is more than happy to remind you of his presence.



C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18



C1  
C2

## MISSION 8: UNIVERSITY

C3

### MISSION BRIEFING

C4

With the enemy tank duo still smoking and forces engaged in cleanup, Alpha and Bravo Teams continue to press toward the university in Zaffera. Word comes over the radio that a fire team (Charlie 12) is pinned down by Al Afad loyalists near the massive library inside the university complex, so you must head into hostile territory and offer assistance.

C5

Once Charlie 12 has been rescued, you must contend with a Soviet BMP tank located on university grounds. One of Charlie 12's men, Private Nelson, is an explosives expert and has enough ordnance on him to blow the BMP. It is up to the fire teams to get Nelson close enough to the tank to carry out the daring mission.

C6

Fortunately, the sandstorm is on the wane. The air is still thick, but at least visibility has improved. This is good news, as the teams will spend most of this mission apart. Alpha and Bravo Teams will have to watch their own backs as they push through the city streets leading up to the university gates, then into the complex for the tank showdown.

C7

C8

C9

C10

C11

C12

C13

C14

C15

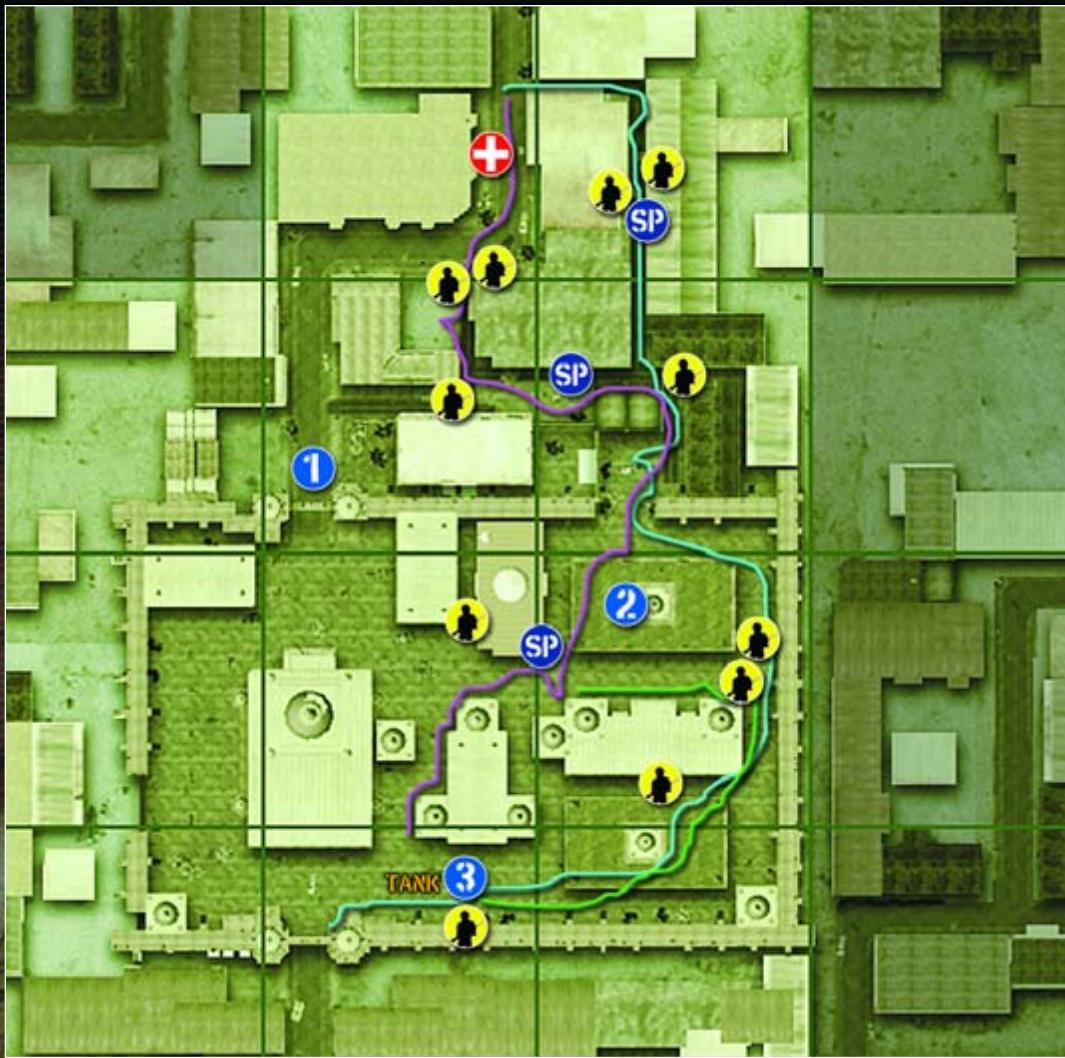
C16

C17

C18

#### LEGEND

- 1 OBJECTIVE
- SP SAVE POINT
- ENEMY SOLDIER
- ALPHA TEAM ROUTE
- BRAVO TEAM ROUTE
- CASEVAC





# CHAPTER 14: MISSION 8. UNIVERSITY

## MISSION TACTICS

### OBJECTIVE 1: REACH MAIN GATE

This mission begins to the north of the university, in a dense urban area. Your objective, the university gates, is to the south, but you must first sweep the area for terrorists. Once the streets are clear, make your way to the gates and start helping Charlie 12 as ordered.

You begin the mission at an established CASEVAC site. Should any of your men get wounded or you run low on ammunition, return to this site for assistance. This is the only CASEVAC site available during this mission.



**Bravo Team:** Run around the CASEVAC truck, heading south, and take up cover behind the dumpster in the middle of the street.



**Bravo Team:** As you reach the dumpster, two tangos come into view to the south. One takes cover opposite you behind another dumpster. The second tango is in the small alley to the west of the tango's dumpster.



**Bravo Team:** Order a bound/suppression to the old station wagon in the street ahead. Direct the suppression fire toward the tangos to the south.

**Bravo Team:** The tango at the dumpster tries to retreat as you approach, but gets shot in the back as he runs. The tango in the alley pulls back to a small alcove to the southwest.



**Bravo Team:** There is another tango at the far end of the alley that has yet to reveal himself, so order a bound/suppression to the brick wall. Point your rifles south, down the alley to keep the tango pinned behind the corner.



**Bravo Team:** Back away from the brick wall. Use a frag grenade to kill the tango in the alcove. Arc the throw over the wall, tossing the grenade into the center of the alcove. The tango is killed by the blast.



**Bravo Team:** Now there's just one last tango in this alley to deal with. Bound/suppress into the alcove where you just shattered the tango with the frag, directing your fire to the south.



C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

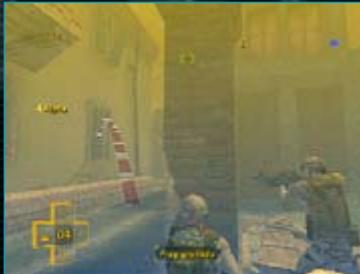
# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Bravo Team:** Those geometry lessons are about to pay off, big time. From the alcove, arc a frag grenade at the window to the southeast from your position (as pictured). The grenade will bounce off the wall and land next to the tango, killing him.



C2

**Bravo Team:** Those geometry lessons are about to pay off, big time. From the alcove, arc a frag grenade at the window to the southeast from your position (as pictured). The grenade will bounce off the wall and land next to the tango, killing him.

C3

**Bravo Team:** Those geometry lessons are about to pay off, big time. From the alcove, arc a frag grenade at the window to the southeast from your position (as pictured). The grenade will bounce off the wall and land next to the tango, killing him.

C4

**Bravo Team:** Those geometry lessons are about to pay off, big time. From the alcove, arc a frag grenade at the window to the southeast from your position (as pictured). The grenade will bounce off the wall and land next to the tango, killing him.

C5

**Bravo Team:** Those geometry lessons are about to pay off, big time. From the alcove, arc a frag grenade at the window to the southeast from your position (as pictured). The grenade will bounce off the wall and land next to the tango, killing him.

C6

**Bravo Team:** Those geometry lessons are about to pay off, big time. From the alcove, arc a frag grenade at the window to the southeast from your position (as pictured). The grenade will bounce off the wall and land next to the tango, killing him.

C7

**Bravo Team:** All three tangos are down. Head south through the alley and take up a corner position, looking east.



C8

**Bravo Team:** All three tangos are down. Head south through the alley and take up a corner position, looking east.

C9

**Bravo Team:** All three tangos are down. Head south through the alley and take up a corner position, looking east.

C10

**Bravo Team:** All three tangos are down. Head south through the alley and take up a corner position, looking east.

C11

**Bravo Team:** All three tangos are down. Head south through the alley and take up a corner position, looking east.

C12

**Bravo Team:** All three tangos are down. Head south through the alley and take up a corner position, looking east.

C13

**Bravo Team:** All three tangos are down. Head south through the alley and take up a corner position, looking east.

C14

**Bravo Team:** All three tangos are down. Head south through the alley and take up a corner position, looking east.

C15

**Bravo Team:** All three tangos are down. Head south through the alley and take up a corner position, looking east.

C16

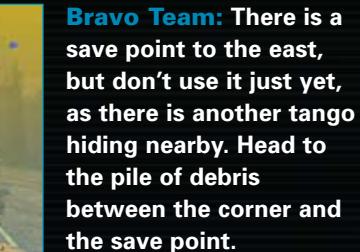
**Bravo Team:** All three tangos are down. Head south through the alley and take up a corner position, looking east.

C17

**Bravo Team:** All three tangos are down. Head south through the alley and take up a corner position, looking east.

C18

**Bravo Team:** All three tangos are down. Head south through the alley and take up a corner position, looking east.



**Bravo Team:** The tango at the end of the alley shows himself. Draw up a Fire Cursor and nail the tango before he raises his weapon. Now it's safe to use the save point.



**Alpha Team:** Bravo Team has cleared the main street, so it is up to you to sweep the narrow alley to the east.



**Alpha Team:** Run down the east alley, taking up a corner position as the alley turns south.



**Alpha Team:** There are two tangos in the alley. The first one is on the second story of the west side of an apartment building. The second tango is on the ground, positioned behind some wooden crates halfway down the alley.



**Alpha Team:** Keep these tangos pinned down with suppression fire.



**Bravo Team:** Now, run from the dumpster to the next corner, keeping a clear view of the alley to the east.



# CHAPTER 14: MISSION 8. UNIVERSITY

**Bravo Team:** Head east from your current position. You are going to flank Alpha Team's two tangos from the south.



**Bravo Team:** From this corner position, run across the alley to the east side. There is another corner to the north that affords a better shot at the ground-level tango.



**Bravo Team:** Pick off the ground-level tango as Alpha Team keeps him pinned down.

**Alpha Team:** A save point appears in the alley to the south. Head south to join Bravo Team, stopping to save along the way.



**Alpha Team:** Pass Bravo Team and head west. The university gates are your objective, as detailed on the map.



**Alpha Team:** The gates are completely covered by mortar fire. There is no way to get through here without suffering heavy casualties. You must find another way into the university grounds to help Charlie 12.

**Alpha Team:** With the bottom tango eliminated, cease fire. Use the M203 grenade launcher to take out the tango on the balcony.



## OBJECTIVE 2: AID CHARLIE 12

With the university gates locked down by enemy mortars, the fire teams must use a small gap in the walls surrounding the university to the west. From here, the teams can slip into the university grounds and engage the tangos that are giving Charlie 12 so much trouble.



**Alpha Team:** Head back to Bravo Team's position at the narrow north-south alley.

## CAUTION

Make sure you send Alpha Team back to the CASEVAC to restock ammo before heading any further into the mission. Suppression fire for that period of time uses up a great deal of rounds.

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Alpha Team:** Pass Bravo Team and head south to a small area next to the university's massive wall.



C2

**Alpha Team:** Pass Bravo Team and head south to a small area next to the university's massive wall.

C3

**Alpha Team:** Pass Bravo Team and head south to a small area next to the university's massive wall.

C4

**Alpha Team:** Pass Bravo Team and head south to a small area next to the university's massive wall.

C5

**Alpha Team:** Pass Bravo Team and head south to a small area next to the university's massive wall.

C6

**Alpha Team:** Pass Bravo Team and head south to a small area next to the university's massive wall.

C7

**Alpha Team:** Pass Bravo Team and head south to a small area next to the university's massive wall.

C8

**Alpha Team:** Pass Bravo Team and head south to a small area next to the university's massive wall.

C9

**Alpha Team:** Pass Bravo Team and head south to a small area next to the university's massive wall.

C10

**Alpha Team:** Pass Bravo Team and head south to a small area next to the university's massive wall.

C11

**Alpha Team:** Pass Bravo Team and head south to a small area next to the university's massive wall.

C12

**Alpha Team:** Pass Bravo Team and head south to a small area next to the university's massive wall.

C13

**Alpha Team:** Pass Bravo Team and head south to a small area next to the university's massive wall.

C14

**Alpha Team:** Pass Bravo Team and head south to a small area next to the university's massive wall.

C15

**Alpha Team:** Pass Bravo Team and head south to a small area next to the university's massive wall.

C16

**Alpha Team:** Pass Bravo Team and head south to a small area next to the university's massive wall.

C17

**Alpha Team:** Pass Bravo Team and head south to a small area next to the university's massive wall.

C18

**Alpha Team:** Move to the eastern corner of the gap.



**Alpha Team:** The entry point to the university grounds is marked by a blue car. The gap in the wall is directly south of the car.



**Alpha Team:** Take up cover at the blue car. You can see Charlie 12 pinned to the south of your position, behind a giant stone atrium.



**Alpha Team:** Move to the eastern corner of the gap.



**Alpha Team:** From the corner, bound/suppress to the rubble pile just south of the gap. Train your guns to the southeast, where you will soon see the two tangos that have Charlie 12 pinned.

**Alpha Team:** The two tangos are directly opposite Charlie 12's position against the east wall of the university. One tango is ducking behind a planter while the other is comfortably stationed behind a wall of sandbags.



**Bravo Team:** Catch up with Alpha Team. Position the men at the corner of the gap, where Alpha Team sat before heading to the rubble pile.



**Alpha Team:** Lay down suppression fire on the two tangos to the southeast.



**Bravo Team:** Alpha Team has the tangos contained, so make a run for the stone bench to the south of the gap, between you and Charlie 12.

## TIP

The stone bench makes excellent cover, as it is impenetrable by bullets.



# CHAPTER 14: MISSION 8. UNIVERSITY

**Bravo Team:** Your movement spooks the tango at the planter, forcing him to abandon his position. As he flees, Alpha Team shoots him.



**Bravo Team:** Alpha Team is still suppressing the tango behind the sandbags, so use the cover to move to the north side of the atrium.

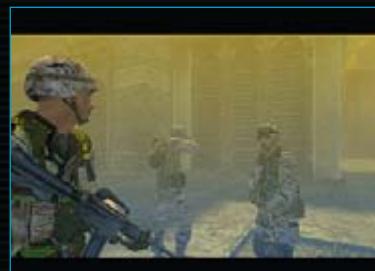


**Alpha Team:** From the bench, use the M203 to eliminate the tango. This allows Charlie 12 to move safely out of the area.



## TIP

**Alpha Team:** Cease fire so you do not wound any of Bravo Team's men by accident while they move closer to the tango.



**Bravo Team:** Charlie 12 moves to the southwest now. Move to their position and speak to their team leader.

**Bravo Team:** Edge closer to the northeast corner of the atrium. Stay behind cover. Once there, order suppression fire on the sandbags.



**Alpha Team:** Bravo Team has the tango pinned, so run to the stone bench to the east of Bravo Team's position.



## OBJECTIVE 3: ANTI-TANK ACTION

Charlie 12 is appreciative of the save. According to Charlie 12, there is a fully functional Soviet BMP in the area—a fact confirmed by the sudden appearance of the tank to the south. One of Charlie 12's men, Private Nelson, is carrying enough explosives to blast the tank. It is up to Alpha and Bravo Teams to clear a path for Nelson and get him close enough to the tank to plant the explosives.



C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

## TIP

You now have control over Nelson, assigned to you as Charlie Team. He cannot take any hits or the mission ends in failure, so only move Charlie Team when you are sure of safe passage.



C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

**Alpha Team:** Run south, through the gardens and past the sandbags, to the next building.



**Bravo Team:** Use the nearby save point before making any more moves.

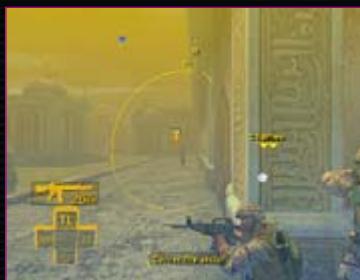


**Alpha Team:** Move up to the next corner position, allowing you a clear view to the west.



**Bravo Team:** There is a tango behind the corner to the northwest that, if not dealt with, will shoot Nelson.

**Alpha Team:** There is a tango patrolling this area, walking along the south wall of the building. Shoot him before he can raise his AK-47.



**Bravo Team:** Bound to the planter to the west, training your rifles to the northwest.



**Charlie Team:** Alpha Team has neutralized the patrolling tango, so join them at the corner of the building.



**Bravo Team:** The tango runs out from between the two northern buildings, but your men shoot him before he can fire.

**Bravo Team:** From the planter, move to the southwest between the two buildings. Use the corners as cover.





# CHAPTER 14: MISSION 8. UNIVERSITY

**Bravo Team:** The tank is just to the south of your current position. You must keep the tank distracted so Charlie Team can safely plant the explosives. Creep up to the corner position, near the tank.



**Bravo Team:** There is another tango, next to the tank. He sits behind a sandbag barrier. He will shoot at your position, too, so be mindful of his presence.



**Alpha Team:** Once you are at the atrium, move up to the corner so you have a clear shot at the tango behind the sandbags.



**Alpha Team:** Use the M203 to blast the tango behind the sandbags.



**Charlie Team:** The tango is down and the tank is still shooting at Bravo Team, so the coast is clear. Make a run for Alpha Team's position at the atrium.



**Charlie Team:** The tank should still be firing at Bravo Team, so run for the wall of the large building to the east—completely out of view of the tank.



C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1



**Bravo Team:** If the tank has turned its attention away from your position to fire at Alpha Team, distract it again by firing at it for a moment before ducking back around the corner.

C2

C3

C4

C5

C6

C7

**Charlie Team:** The tank is still trained on Bravo Team, so make a dash for the side of the tank.



C8

C9

C10

C11

A cutscene begins, showing Nelson setting the charge and planting it on the side of the tank. He runs for cover behind the nearby sandbags, ducking down just as the tank explodes.



C12

C13

C14



**Bravo Team:** With the tank a wreck, report into your commanding officer over the radio.

C15

C16

C17

C18

**Bravo Team:** Your commanding officer orders you to meet him at the south gate of the university, to the southwest.



Your commanding officer has grim news. A JSTAR has gone down over the city. Twenty-four good soldiers were onboard. He wants to launch a rescue operation to bring any survivors back alive.



## CO-OP BRIEFING

The initial street and alley sweep is considerably easier with two teams working simultaneously, as is protecting Nelson when it's time to blow the tank. Keep chattering over your heads and always keep the other apprised of your current position, where you are shooting, and which tangos you do and do not have covered.

- Do not try to take on the first three tangos in the main street and small alcove with both teams. It is too narrow to lay down suppression fire while another team moves closer without suffering friendly fire casualties. Instead, split up and work separately to clear this first area.
- When you rescue Charlie 12 from hostile fire, you can either try to pop the tangos with the M203, or keep suppression fire on them and work closer to their positions, forcing them to flee-right into your line of fire.
- When dealing with the tank, keep your teammate aware if the turret has begun to move in the team's direction. Nothing ends the mission faster than finding yourself in the open in front of a tank.





# CHAPTER 15: MISSION 9. CRASH SITE

## MISSION 9: CRASH SITE

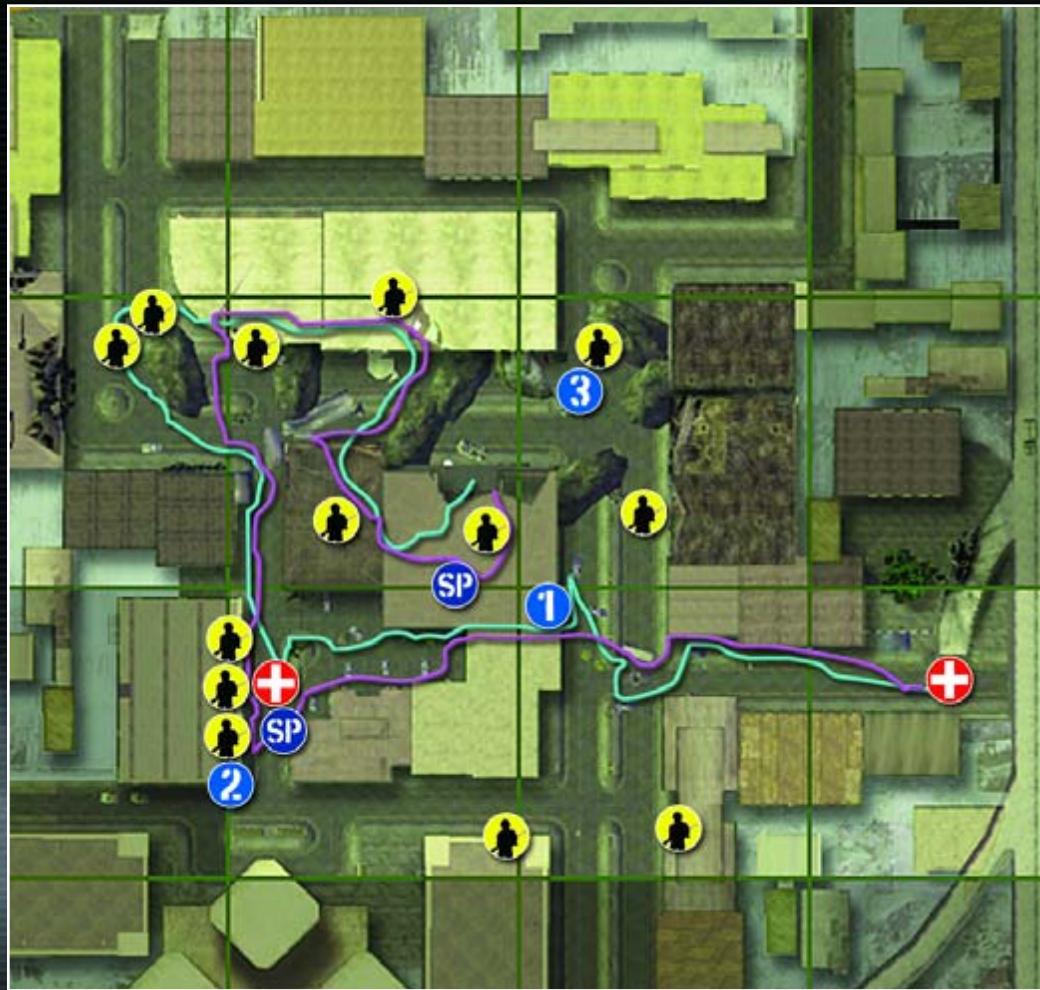
### MISSION BRIEFING

Intelligence has located the site of the downed JSTAR airplane: downtown Zaffera. As the JSTAR fell out of the sky, its massive wingspan sliced through two of the urban center's largest buildings, leaving destruction in its wake. Fortunately, intel has confirmed that the crew of the JSTAR survived the crash. What they may not survive, though, is a hostage situation.

The fire teams have been ordered to secure the crash site and locate the survivors before any of Al Afad's thugs can do their worst. The teams have seen the mass graves—executing American military personnel is nothing Al Afad would blink at.

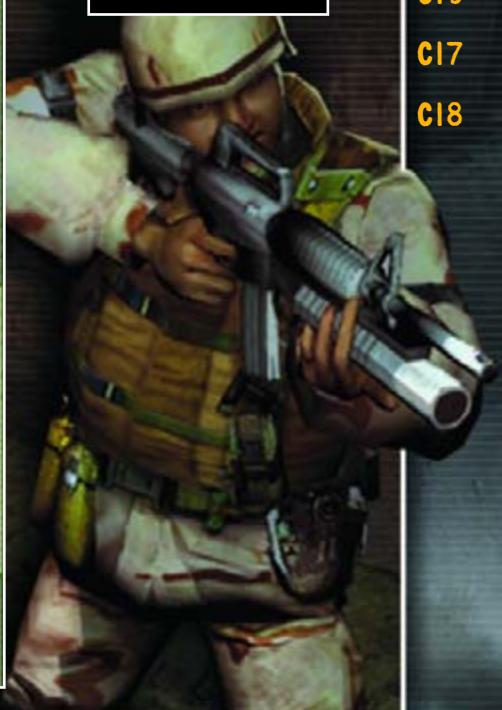
The downtown skyscrapers and parking garages pose new problems for the fire teams. Terrorists have new places to hide, and their locations are only revealed after the first bullet has been fired. All it takes is one bullet for a mission to end in failure.

Once the streets leading up to the crash site have been cleared, the teams must carefully search through the wreckage for the survivors while keeping all eyes open for enemy activity. If Al Afad loyalists bog down the fire teams, it could result in an ugly hostage situation.



#### LEGEND

- 1 OBJECTIVE
- SP SAVE POINT
- ENEMY SOLDIER
- ALPHA TEAM ROUTE
- BRAVO TEAM ROUTE
- CASEVAC



C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

## MISSION TACTICS

### OBJECTIVE 1: PUSH TO THE CRASH SITE

The fire teams are aboard a M1025-Armored Personnel Carrier convoy headed to the crash site, but damage to the freeway prevents a complete approach. You must reach and secure the crash site on foot, starting from an off ramp to the southeast of the freeway wreckage. Be on the lookout for snipers in the surrounding buildings as you press to the west.



A CASEVAC site is located at the freeway off ramp. You will return to it at least once to restock ammunition, as the upcoming firefight requires lengthy bursts of suppression fire.



**Bravo Team:** Alpha Team has one tango pinned, so move west along the north edge of the street.

C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

**Bravo Team:** Take up a corner position of the building on the north side of the street. Do not step into the intersection.



**Alpha Team:** Head west, down the empty street. There are several abandoned cars lining the curbs.



**Bravo Team:** There is a tango directly north of your current position, hunkered down behind a wall of sandbags. Lay down suppression fire so Alpha Team can move out of their position without getting shot in the back.



**Alpha Team:** Bound/suppress to the red station wagon, taking cover on the north side of the car. A sniper waits to the southwest, so train your guns in that direction.

## TIP

This firefight requires heavy suppression fire, so if either team ever gets below 25 percent ammo, move the other team into a covered position and immediately send the depleted team back to the CASEVAC. Should a team run out of ammo while laying down suppression fire, the other team is not automatically alerted. In fact, they only find out when they start taking fire.



**Alpha Team:** Once you reach the station wagon, you should be able to get a visual confirmation on the sniper in the building diagonal to your position. Continue suppressing this tango.

**Alpha Team:** Bravo Team has the northern tango covered, so bound/suppress to the blue car in the middle of the intersection, facing south. Keep your rifles directed at the sniper.





# CHAPTER 15: MISSION 9. CRASH SITE

**Alpha Team:** As you move to cover behind the blue car, a second sniper appears in the window of the office building along the east side of the street. Stay put behind this car so neither sniper can target you.



**Alpha Team:** Turn north and take cover behind the truck's trailer. Do not step out into the open yet, as the tango behind the sandbags is still active.



**Bravo Team:** The overturned truck trailer is now between Alpha Team and this northern tango, so cease fire and retreat to the station wagon behind you.



**Alpha Team:** Use the M203 grenade launcher to eliminate the tango on the east side of the street—the tango closest to your position.



**Bravo Team:** With Alpha Team secure, return to the corner position facing north.



**Alpha Team:** Now, aim the M203 at the sniper across the intersection from your current position. Open fire and neutralize him.

**Bravo Team:** Lay down more suppression fire so the tango cowers down while Alpha Team moves in for the kill.



## TIP

When firing at a tango far away with the M203, use the zoom feature for precision aiming. You only have three M203 grenades per team—you cannot afford to waste one with sloppy aiming.

**Alpha Team:** Bravo Team has the tango under wraps so you can flank him from the west. First, run to the planter.



**Alpha Team:** Next, run north to cover behind the station wagon.

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Alpha Team:** Finally, move to a cover position on the west side of the blue car opposite the tango's nest.



C2



C3

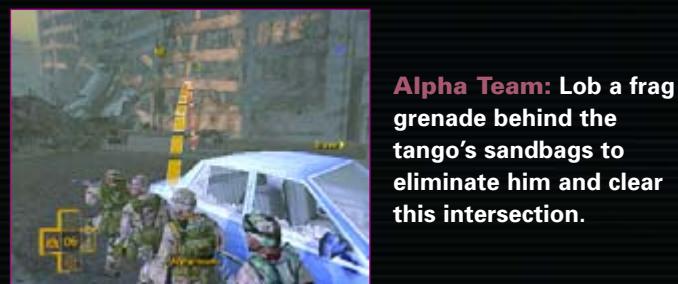
**Alpha Team:** Lob a frag grenade behind the tango's sandbags to eliminate him and clear this intersection.

C4



C5

C6



C7

**Alpha Team:** From the save point, creep up to the corner of the building, looking north.

C8



C9



C10



C11



C12

Now that all three tangos are down, send both teams back to the CASEVAC site to replenish their ammunition stocks.



C13



C14



C15



C16



C17

Once each team is back to 100 percent ammo counts, head west across the intersection with the overturned semi-trailer and into the building.



C18



## OBJECTIVE 2: SNIPERS

You are close to the crash site. However, the parking garage to the west of your position is infested with snipers—too many for the two fire teams to take out on their own. The teams must work together to leapfrog through the parking lot ahead and get close enough to the garage to call in backup.



**Alpha Team:** From the save point, creep up to the corner of the building, looking north.



**Alpha Team:** The parking garage across the street is full of snipers, but you only need to worry about three of them right now. Lay down suppression fire on the parking garage when the snipers give away their positions.



**Alpha Team:** Your suppression fire will take out at least one of the snipers.



**Bravo Team:** While Alpha Team suppresses the parking garage, exit the building and run to the south wall of the lot.



Once inside the building, use the save point to record your progress.



# CHAPTER 15: MISSION 9. CRASH SITE

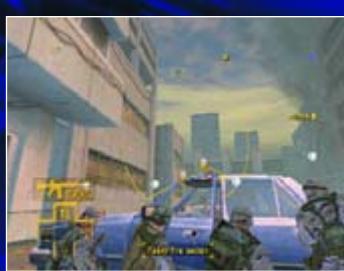
## Bravo Team:

Next, take cover behind the blue car directly west and start suppressing the snipers.



## TIP

Keep your Fire Cursors off the ground. That way the other team can slip beneath your cover fire without harm.



## NOTE

It is not necessary to kill all three snipers to complete this objective, only to reach the parking garage and call in the situation.



However, if you do corner a sniper at the south end of the garage, you can take him out with the M203 as long as you keep at least one M203 grenade for later.

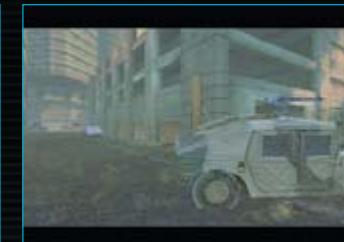
C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18



**Alpha Team:** Dash to the wooden crates ahead, then take up cover at the station wagon in the lot. Suppress the snipers when you are safely behind the wagon.



**Bravo Team:** Alpha Team has the snipers pinned down, so run up to the next blue car, then make a break for the planters to the southwest. Suppress any remaining snipers.



**Bravo Team:** Once at the garage, Bravo Team calls in the situation. A M1025-Armored Personnel Carrier full of Rangers is sent in to infiltrate the garage and eliminate all of the snipers inside.

Once the cutscene ends and the garage is empty, send both teams to the newly established CASEVAC to replenish their ammo supplies. You are about to make the final push for the crash site, so use the nearby save point.



# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

## OBJECTIVE 3: SECURE THE CRASH SITE

The crash site is now directly north. The buildings surrounding the site are extremely unstable due to the crash. The street has become a maze of rubble and debris, offering Al Afad loyalists an abundance of hiding spots. As you weave through the crash site to secure the area and look for the survivors, always anticipate the terrorists' next move.

Send both teams north of the CASEVAC site to the end of the street. Just as they arrive, the buildings shift, sending more debris into the street.



C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

**Bravo Team:** Suppress the tango to the north so Alpha Team can slip behind you and attack the tangos that ran west.



**Alpha Team:** From the end of the street, run behind Bravo Team and take up cover at the large debris pile to the west.



**Alpha Team:** If any of the running tangos survived, they are now to the north. Head alongside the rubble pile and nail the tango in the street.



**Bravo Team:** Run up to the debris on the east side of the street.

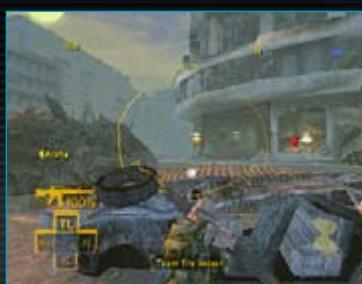


**Bravo Team:** Bound and suppress toward the next, smaller debris pile to the northwest, training your guns to the north. Three tangos wait in the ruined building ahead.

**Alpha Team:** Now, make a run for the planters to the north. Closing in on Bravo Team's tango spooks him. He gets up to run, but is shredded by Bravo Team's suppression fire.



**Bravo Team:** As you approach the rubble, the three tangos make their move. One takes up position behind a cement barrier while the other two run to the west. Keep shooting and you can nail one of the running tangos.



**Bravo Team:** Return to the CASEVAC site to restock your



# CHAPTER 15: MISSION 9. CRASH SITE

ammo supply.

**Alpha Team:** Too much wreckage blocks the street, so you need to head east into the wrecked building.



**Alpha Team:** Slip into the building where Bravo Team's tango took up cover—at the cement barrier.



**Alpha Team:** Head south and cross the open street. Start from the debris pile southeast of your current position.



**Alpha Team:** Bound/suppress farther east into the building, taking up a corner position at the next wall.



**Bravo Team:** Follow Alpha Team across the street, but take cover at the broken windows to the west of Alpha Team's position.



**Alpha Team:** Your movement flushes out another tango lying in wait, but the suppression fire neutralizes him as he falls back.



**Bravo Team:** Peek through the windows. A tango stands inside, unaware of your presence. Raise a Fire Cursor and blast him through the broken glass.



**Bravo Team:** Catch up with Alpha Team's position inside the ruined building.



**Alpha Team:** Head inside this building and move to the corner of the door that leads east.

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Bravo Team:** Follow Alpha Team into the building and take cover against the wall behind Alpha Team.



C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18



**Alpha Team:** Bound/suppress to the first debris pile to the east, aiming your rifles east. A tango on the opposite side of the room seeks cover behind the far pile of rubble.



**Bravo Team:** While Alpha Team suppresses this tango, enter the room and make a dash for the burning pile of debris to the south.



**Bravo Team:** Toss a frag grenade behind the pile of rubble to the northeast, where the tango is cowering.



**Alpha Team:** When the tango is down, cease fire. Run around the debris and head for the corner of the north door that

spills out into the street.

**Alpha Team:** From the corner, you spy a tango standing behind a car. Beyond the tango sit two black SUVs. The survivors have already been rounded up by Al Afad's forces.



**Alpha Team:** Blast the car with the M203, shattering the tango's body.



Killing this final tango triggers the hasty retreat of one of the SUVs. Your team leaders call in the situation and the Rangers are ordered to pursue the SUV.

## CO-OP BRIEFING

There may not be as many tangos in this mission as previous outings, but they are certainly meaner and better shots. Always keep these tangos suppressed to guarantee your teammate a safe move.

- Always direct your suppression fire above street level if the other player must leapfrog your position. You do not want to shoot him in the back as he moves closer to the target.
- Remember, you do not have to eliminate all three snipers at the parking garage to complete the objective and call in the Rangers. If both teams can reach the base of the garage, the snipers cannot fire on your men.
- The buildings may be crumbling, but they will never fall on your men—you only need to worry about tangos at the crash site.
- The M203 is an effective weapon during this mission. It is capable of neutralizing snipers as well as blasting fortified tangos. Ammo for the weapon is limited, so keep your teammate apprised of how many rounds you have left, and save at least one for the final tango.



# CHAPTER 16: MISSION 10. REFINERIES

## MISSION 10: REFINERIES

### MISSION BRIEFING

United States forces are closing in on Al Afad. Intelligence reports have placed Al Afad, the "Ace of Spades," near the refineries of Zaffera. They have also confirmed the presence of biological and chemical weapons (and possibly radio-logical) in the area.

Reports indicate that the survivors of the JSTAR crash, whisked away in a black SUV at the end of the last mission, are also in the vicinity. Rangers have been dispatched to find and secure the hostages while the fire teams clear the streets through the massive industrial complex.

The fire teams are to rendezvous with the Rangers to the northwest but things have a tendency to go awry. The teams must locate the Rangers in the refinery and attempt another rescue operation. When they join up with the Rangers, the fire teams are to hold down the terrorists while the Rangers eliminate them. They must work together to find the warehouse where the hostages are being kept.



#### LEGEND

- 1 OBJECTIVE
- SP SAVE POINT
- ENEMY SOLDIER
- ALPHA TEAM ROUTE
- BRAVO TEAM ROUTE
- CHARLIE TEAM ROUTE
- CASEVAC



C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

## MISSION TACTICS

### OBJECTIVE 1: RENDEZVOUS WITH RANGERS

At the onset of the mission, you discover that you have missed the rangers at the original rendezvous point. Your commanding officer directs you to meet with the Rangers at a secondary site to the northeast. The streets ahead are full of enemy activity, so the teams must split up to hold down and neutralize Al Afad's dead-end loyalists.

C2

You begin in the southwest corner of the refinery complex. A CASEVAC truck is located here. You may need to return to the CASEVAC at least once to restock ammunition, as you use suppression fire several times.

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18



**Alpha Team:** Head northeast from the CASEVAC and take up a corner position looking north, up the wide street.



**Alpha Team:** You initially see four tangos, but they spread out quickly—all taking cover like they are expecting you. Two of them take up positions on the east side of the street, at corners.



**Alpha Team:** The only way to eliminate these tangos is for Bravo Team to slip into the system of alleys behind them, so lay down suppression fire and grant them safe passage.



**Bravo Team:** Alpha Team has the street covered, so run behind them, crossing the street to the east.



**Bravo Team:** Head into the narrow alley that runs east, alongside a chain-link fence.

## TIP

Once Bravo Team is safely into the alley, Alpha Team should cease fire and pull back.

**Bravo Team:** Run down the alley until it turns north. Stop at the corner and watch silently as a tango makes his rounds.



**Bravo Team:** Once the tango walks to the west, move up halfway along the east side of the north-bound alley. Don't go too far, or the tango that walked by will turn and fire.



# CHAPTER 16: MISSION 10. REFINERIES

**Bravo Team:** From this position, lob a frag grenade to the northwest, into the next alley, near the tango's position at the corner.



**Bravo Team:** Move to the next corner, looking west. The tango at the west end of this alley, all the way down at the street, turns and shoots at you. Suppress the tango so Alpha Team can deal with him from the street.



**Alpha Team:** Bravo Team's suppression fire has backed the tango into the street, away from his cover. Take him down.

**Bravo Team:** Head east down this short alley until you reach the end. You can see a dumpster to the east.



**Bravo Team:** Another tango patrols the alley to the north, so bound/suppress to the dumpster, aiming your rifles at the northwest corner of the next alley.



**Bravo Team:** The tango shows himself at the corner and opens fire on your men behind the dumpster. Throw a frag grenade into the alley and blast him.

**Alpha Team:** Now, order a bound/suppression to the red station wagon farther north. Direct your fire at the tango still facing the street, up at the next corner.



**Bravo Team:** There are still three more tangos in the area—two you have not yet seen from the street. But from here, you can eliminate them before they cause any trouble. Head north to the next corner so you can look west.



**Alpha Team:** From the station wagon, you can use the M203 grenade launcher to eliminate this tango, allowing Bravo Team easier passage through the system of alleys.

**Bravo Team:** Two tangos are positioned behind sandbags to the west. Fortunately for Bravo Team, the tangos are on the wrong side of the sandbags, exposed from the rear.



# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Bravo Team:** Before the two tangos can even notice you've slipped behind them, open fire and take them down.



C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

**Bravo Team:** Before the two tangos can even notice you've slipped behind them, open fire and take them down.



**Bravo Team:** Now, head west to the next small corner. The last tango runs from his position at the street corner to the sandbags.

**Bravo Team:** Shoot the tango as he runs toward you, but if he makes it to the sandbags, throw a frag grenade at his position.



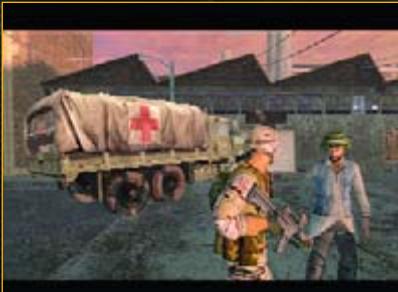
Once that tango is down, the area is clear of enemy presence. Both teams need to pick up and hustle to the northwest—the secondary Ranger rendezvous site.



**Alpha Team:** As you close in on the site, a Zeki civilian motions for your men to approach. Private Shehadi from Alpha Team communicates with the civilian.



The civilian excitedly explains that the Rangers are not there. Al Afad's men got the upper hand in a standoff and the Rangers retreated to the north.



The CASEVAC truck roars to your position, establishing a new site. Use the CASEVAC to replenish ammo stocks.

## OBJECTIVE 2: RESCUE RANGERS

The Rangers are pinned to the north, in the center of a small collection of buildings to the east of the two largest storage tanks in the refinery. You must continue sweeping the street as you press north, using the two teams together to pin down, then eliminate terrorists.

**Bravo Team:** From the CASEVAC, head north to the corner of the street as it turns west.



**Bravo Team:** From the corner, you spot two tangos at the west end of the street. They are both behind cover, so lay down suppression fire and keep them pinned.



# CHAPTER 16: MISSION 10. REFINERIES

**Alpha Team:** While Bravo Team suppresses the tangos, run north to the blue car along the east side of the street.



**Alpha Team:** Cease fire and run down the street to the west.



**Alpha Team:** Once behind the car, direct suppression fire at the west end of the street, toward the two tangos.



**Alpha Team:** Take a position at the corner the tangos were occupying.

## CAUTION

Bravo Team is going to head west, down the street, so make sure your Fire Cursor allows them a clean run on the south side of the street.

**Bravo Team:** While Alpha Team suppresses, order a bound/suppression to the west, taking cover behind the red station wagon. Point your rifles at the tangos the entire time.



**Alpha Team:** Cross the street to the west, passing the debris, and move to the north corner of the six storage tanks.



**Bravo Team:** Once at the station wagon, keep fire on the tangos' positions and eliminate them.



**Bravo Team:** From the station wagon, head west behind the storage tanks where Alpha Team is situated.

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Bravo Team:** Get into a corner position southwest of the tanks, looking north. You can now see the tango behind the sandbags.



C2

**Bravo Team:** Get into a corner position southwest of the tanks, looking north. You can now see the tango behind the sandbags.

C3

**Bravo Team:** Get into a corner position southwest of the tanks, looking north. You can now see the tango behind the sandbags.

C4

**Bravo Team:** Get into a corner position southwest of the tanks, looking north. You can now see the tango behind the sandbags.

C5

**Bravo Team:** Get into a corner position southwest of the tanks, looking north. You can now see the tango behind the sandbags.

C6

**Bravo Team:** Get into a corner position southwest of the tanks, looking north. You can now see the tango behind the sandbags.

C7

**Alpha Team:** Suppress the tango at the sandbags so Bravo Team can move into a better position to shoot him.



C8

**Alpha Team:** Suppress the tango at the sandbags so Bravo Team can move into a better position to shoot him.

C9

**Alpha Team:** Suppress the tango at the sandbags so Bravo Team can move into a better position to shoot him.

C10

**Alpha Team:** Suppress the tango at the sandbags so Bravo Team can move into a better position to shoot him.

C11

**Alpha Team:** Suppress the tango at the sandbags so Bravo Team can move into a better position to shoot him.

C12

**Bravo Team:** While the tango cowers down, take up cover at the pile of debris to the west.



C13

**Bravo Team:** While the tango cowers down, take up cover at the pile of debris to the west.

C14

**Bravo Team:** While the tango cowers down, take up cover at the pile of debris to the west.

C15

**Bravo Team:** While the tango cowers down, take up cover at the pile of debris to the west.

C16

**Bravo Team:** While the tango cowers down, take up cover at the pile of debris to the west.

C17

**Bravo Team:** While the tango cowers down, take up cover at the pile of debris to the west.

C18

**Bravo Team:** While the tango cowers down, take up cover at the pile of debris to the west.



## CAUTION

Use as many smoke grenades as you like—each team has six at their disposal.

**Bravo Team:** As soon as you throw the smoke grenades, lay down suppression fire on the tango behind the sandbags for safe measure.



**Alpha Team:** When the smoke reaches its maximum volume, move west to the corner of the northbound alley across from the blue car.



**Alpha Team:** Use a frag grenade to kill the tango in the alley while the smoke still covers your position. Lob the grenade about halfway up the alley to guarantee the tango is caught in the grenade's kill radius.



**Bravo Team:** The unseen tango is in the alley to the north, across from the blue car on the street. Give Alpha Team cover to get in there by throwing three smoke grenades. Toss one into the alley across from the blue car, one into the middle of the street, and one near the blue car. This will set up an enormous screen of smoke, allowing Alpha Team to move safely.

the blue car, one into the middle of the street, and one near the blue car. This will set up an enormous screen of smoke, allowing Alpha Team to move safely.

**Alpha Team:** Once that tango is down, move west into the street.



# CHAPTER 16: MISSION 10. REFINERIES

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

**Alpha Team:** Bravo Team still has the tango at the sandbags pinned, so throw a frag grenade over the sandbags and eliminate him.



**Bravo Team:** Another tango crouches at the end of the street to the north behind a large pile of rubble. Use suppression fire to keep the tango pinned while Alpha Team moves closer.

By eliminating all the tangos, you have freed up the Rangers and enabled them to move. Before heading east, to the Rangers' position inside the small complex, send both teams back to the CASEVAC site to restock their ammo supplies.



With full ammo stocks, head north, back through the alleys, and meet the Rangers.



**Alpha Team:** Head back into the alley and move north, stopping at the corner looking west. You can see the tango's position from here.



**Alpha Team:** Creep up to the pile of debris to the west, still in the alley.



## OBJECTIVE 3: WAREHOUSE

The Rangers explain how an Al Afad loyalist in a JSTAR survivor's uniform led them into an ambush where they lost one man. However, they can confirm the hostages' current location: the warehouse to the north. The Rangers join your men, acting as Charlie Team.

The Rangers are incredible shots, and can nail tangos in their hiding places, as long as Alpha and Bravo Teams keep the tangos from firing on them. Use all three teams together to finish off the final gauntlet of ZLF thugs before reaching the warehouse.

Use the nearby save point to record your progress.



**Alpha Team:** Lob a frag grenade over the tango's rubble pile, blasting him and clearing the area of enemies.



**Bravo Team:** Head west to the corner of the street. You can see a blue car in the middle of the road, signifying you're in the right spot.

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1



**Bravo Team:** There are two tangos in the street to the north. Each one is taking cover behind cement planters. Suppress them so Charlie Team can move into a firing position.

C2

**Bravo Team:** Lay down suppression fire on the south-side tango and the sniper.



C3

C4

C5

C6

C7

**Charlie Team:** Head west and take up a good cover position behind the blue car, allowing you to look north.



C8

C9

C10

C11

C12

**Charlie Team:** Place the Fire Cursor over the tangos and eliminate both of them.



C13

C14

C15

C16

C17

C18



**Bravo Team:** Head north to the next corner, granting you full view of the street as it turns west.



**Alpha Team:** While Bravo Team covers two of the tangos, order a bound/suppression north to the station wagon, suppressing the tango on the north side of the street.

## CAUTION

Never send Charlie Team into a situation with a free-roaming tango. All it takes is one stray bullet to kill a Ranger and end the mission.



**Charlie Team:** Alpha and Bravo Teams have all three tangos pinned, so run to the dumpster between the fire teams and shoot the three tangos.



**Alpha Team:** The area conceals one remaining tango. Head down the street to the west, and take up a corner position looking south.





# CHAPTER 16: MISSION 10. REFINERIES

**Alpha Team:** The last tango hides behind the rubble pile in the middle of the street to the south. Lay down suppression fire to keep him pinned while Charlie Team moves into position.



**Charlie Team:** With the tango cowering, run west and take up cover at the station wagon, near the hood.



**Charlie Team:** Bring up the Fire Cursor and shoot the tango at the rubble.

All tangos are down. Send the three teams west.



The street turns north. The warehouse comes into sight at the end of the avenue, so direct the three teams to the north, completing the mission.

## CO-OP BRIEFING

The two fire teams must work together to eliminate the horde of tangos running around the streets and alleys in the first third of the mission.

- There are no targets in this mission that absolutely must be eliminated by the M203, so you can use these grenades to trash the tangos on the street.
- Do not attempt a frontal assault on the tangos behind the sandbags, near the first objective point—the secondary Ranger rendezvous. Always have at least one team approach from the west, catching the tangos by surprise.
- Each team has six smoke grenades, so make good use of them as you near the Rangers' pinned position to hide movements from enemy eyes.
- Always confirm over your headsets that tangos are pinned down before sending in the Rangers (Charlie Team) to clean up. If you lose one Ranger, the mission ends.



C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18



C1  
C2

## MISSION 11: LAST STAND

C3

### MISSION BRIEFING

This is it—your chance to snare the "Lion of Khyber" and bring a definitive end to the initial phase of the ground war in Zekistan. Should Al Afad escape, it could take months to relocate him, so the fire teams must strike quickly.

C5

The hostages from the JSTAR crash are currently being used as a human shield, held captive in the SUV carrying Al Afad to the north. The fire teams must move through the warehouse complex and head off the SUV before the ZLF does anything desperate with the survivors. Fortunately, the fire teams are still in the company of the Rangers, whose sniping skills will make passage easier.

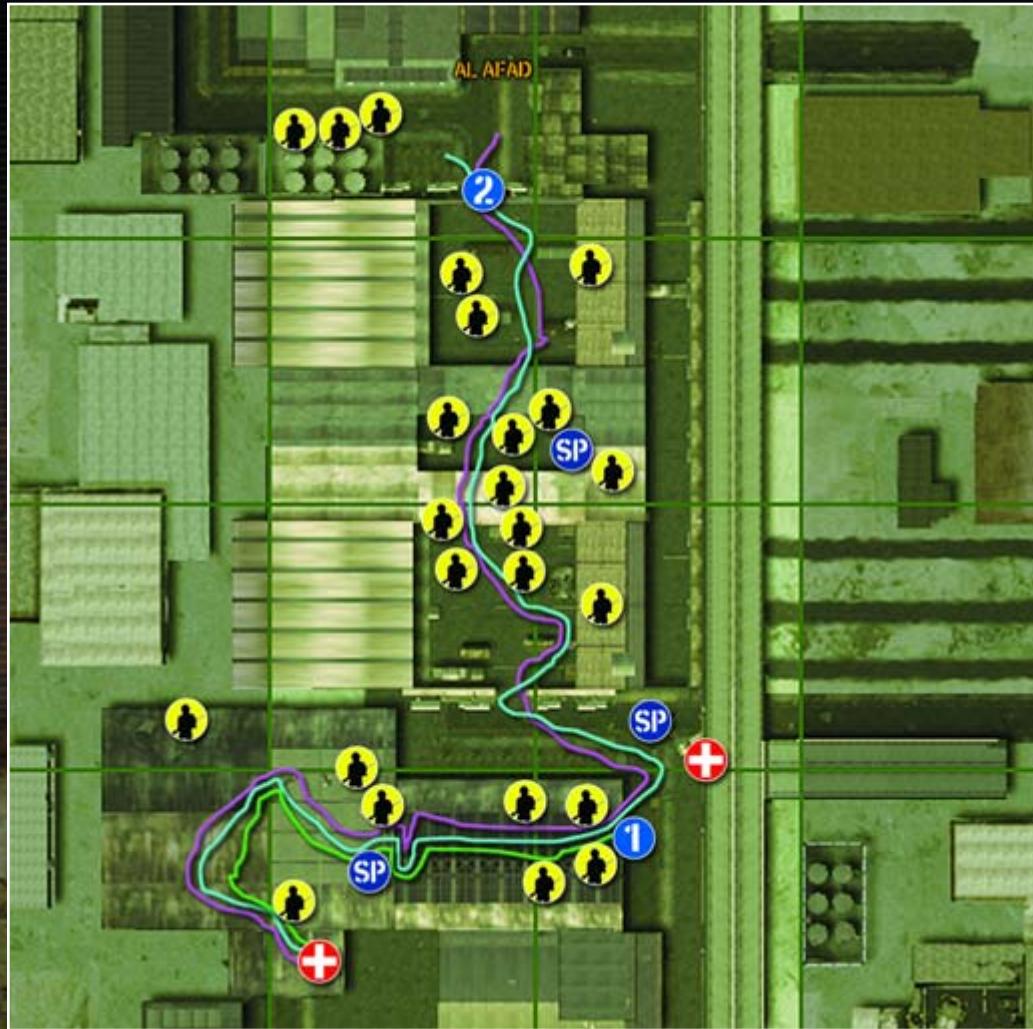
C8

Once the hostages are free, the fire teams must pursue Al Afad from the south while other teams try to converge from all other sides, putting a final squeeze on the terrorist dictator. Don't count on an easy hunt, though. Al Afad has dispatched his toughest Militia Guards throughout the train yard north of the warehouse. With many places to hide and fire on the teams, the men must be smart and remain frosty—they fought too hard and too long to lose the battle here.

C10

#### LEGEND

- 1 OBJECTIVE
- SP SAVE POINT
- ENEMY SOLDIER
- ALPHA TEAM ROUTE
- BRAVO TEAM ROUTE
- CHARLIE TEAM ROUTE
- CASEVAC





# CHAPTER 17: MISSION 11. LAST STAND

## MISSION TACTICS

### OBJECTIVE 1: RESCUE HOSTAGES

Intelligence has confirmed the location of the hostages: south of the Zaffera train yard. Before you can rescue the hostages, you must work your way through a ZLF-infested warehouse complex. Most of the terrorists in the warehouse have had time to dig in, so you need to work in tandem with the Rangers to rout them. Keep the targets pinned down while the Rangers move into position.

You begin at the south entrance of the warehouse complex that you reached at the end of your previous mission. A CASEVAC has been established at this site, should one of your men get wounded or you need to restock ammunition.

**Alpha Team:** Head north, into the warehouse through the door ahead. There are no tangos in this initial hallway, so don't sweat any initial resistance.



**Alpha Team:** Take up a corner position to the west, allowing you full view of the warehouse space to the north. The warehouse is full of steel rod bundles, girders, and debris piles—many places to hide.



**Alpha Team:** There is also a system of catwalks along the top of the warehouse. The first tango is waiting up on the catwalk above the opposite end of this first warehouse space.

**Alpha Team:** From this corner position, order a bound/suppression to the bundle of steel rods to the west. Direct your rifles to the north.



**Alpha Team:** While you move into position, another tango starts running into the area to attack you from the ground. Your suppression fire takes down both tangos.

**Alpha Team:** There is another bundle of steel rods to the northeast of your position that allows you to look into the eastern part of the warehouse.



## TIP

Try to keep the teams—Alpha, Bravo, and Charlie Teams—together while infiltrating the warehouse so you can engage the enemy with them during a firefight.

**Alpha Team:** Two tangos wait in the next room. One is hiding behind some steel rods while the other is behind a pile of debris. The Rangers are best suited to handle these dug-in threats.



# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Charlie Team:** Move up to the south corner of the door looking into the eastern room.



C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

**Alpha Team:** A tango hides behind a bundle of steel rods to the south of the crates.



**Charlie Team:** Target the tango behind the steel rods and open fire. The tango behind the debris is a little cagier, so you may not be able to tag him.



**Alpha Team:** Keep this tango in check so Charlie Team can move in for the kill. Bound/suppress to the steel rods behind you, to the north. Point your weapons at the tango.



**Alpha Team:** If Charlie Team cannot hit the tango at the debris right away, use the M203 grenade launcher to eliminate him.



**Alpha Team:** As soon as you are in position, cease fire and immediately switch to Charlie Team.



**Alpha Team:** Head to the corner where Charlie Team is situated.



**Alpha Team:** Now, scoot to the east, moving behind a stack of crates at the entrance of the next room.





# CHAPTER 17: MISSION 11. LAST STAND

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

**Charlie Team:** Take up position at the edge of the crates and shoot the tango at the steel rods to the south.



Clearing this tango opens up a save point to the west.

After using the save point, move all three teams into the next hallway.



**Alpha Team:** Take cover at the steel rod bundles so you can look into the last warehouse space to the west.



**Alpha Team:** Four tangos are spread out behind different objects on the west side of the room. This calls for the Rangers, but first, you must move farther into the room and pin the tangos.

**Alpha Team:** Lay down suppression fire on the four tangos. This keeps them down so Bravo Team can move into position.



**Bravo Team:** While Alpha Team suppresses, leapfrog them by running north to the next bundle of steel rods.



**Bravo Team:** Once safely behind cover, suppress the tangos to the west.



**Alpha Team:** Cease fire and back off, falling south. Charlie Team needs that cover position.



**Charlie Team:** Once Alpha Team vacates the steel rods, move up and get situated. Draw up a Fire Cursor and nail all four tangos.

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Bravo Team:** Cease fire at once. With all four tangos down, the warehouse is clear and you can move to your next objective point.



C2

C3

C4

C5

C6

Send all three teams west, through the final section of the warehouse, and through the west door.



C7

C8

C9

C10

C11

C12



C13



C14

C15

C16

Outside, you get a visual of the hostages, standing between you and Al Afad. Since Al Afad knows you cannot attack with the hostages present, he hops into his SUV and speeds away. A train car interrupts any chance for immediate pursuit.

C17

C18



Your teams approach the hostages, who are in good condition. Now that Al Afad and his vehicle have been identified, your commanding officer has designed a last operation to surround Al Afad. Your men will attack from the south while other teams move in from the north and east.



## OBJECTIVE 2: LOCATE AL AFAD

Now that the hostages are accounted for, it's time to concentrate all efforts on surrounding and eliminating Al Afad—an action that would choke the will of his ZLF thugs. Other teams are trying to squeeze Al Afad from the north and east, so you must come from the south, through a train yard. Unfortunately, the yard is fully stocked with sure-shot terrorist troops.

At this point in the mission, the Rangers break off from your teams, leaving you with only Alpha and Bravo Teams. A CASEVAC truck rumbles up to your current location, so replenish your ammo and get ready for one last push.



Once your men have full ammo stocks, run for the entrance to the train yard to the northwest. Position one team on each side of the gate.



# CHAPTER 17: MISSION 11. LAST STAND

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

**Alpha Team:** Enter the yard and take cover at the crates to the immediate east. A train rushes into the yard, trying to distract you, but ignore it.



**Alpha Team:** The first tango in the yard appears on the catwalk to the east, high above your current position. Draw up a Fire Cursor and eliminate him.



**Bravo Team:** Three tangos appear at the water tower. One is at ground level, the second stands on the scaffolding halfway up, while the third is on the platform at the top of the tower.



**Bravo Team:** You can neutralize all three tangos with one shot, so pull out the M203. Target the tango at the top and let it fly. The resulting explosion sends debris on the bottom two tangos, killing all three.

**Bravo Team:** Enter the train yard and pass Alpha Team, heading northeast. Settle in behind a stack of girders, giving you a full view of the water tower to the north.



**Alpha Team:** Leapfrog Bravo Team to the rear of the train sitting on the tracks nearest you.



**Alpha Team:** Now, move up to the pile of wooden beams so you can get a visual on two tangos to the west. One is behind an old train car, the other is on the catwalk in the northwest corner.



**Alpha Team:** Bound/suppress to the center of the water tower, guns blazing to the west. This kills the tango on the catwalk before he begins shooting.

# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

**Alpha Team:** Once you are at the water tower, lob a frag grenade toward the tango at the train car. The kill radius is just enough to shatter the tango. This area of the train yard is now clear.



C2

C3

C4

C5

C6

C7

C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18

## TIP

If necessary, return to the CASEVAC site and restock your ammo.

## TIP



**Bravo Team:** Keeping the tango to the east alive for a few moments, however, can help you clear out the tangos on the catwalk. His seemingly random RPG fire will take out one of the catwalk tangos. You target the other two with a Fire Cursor.



**Bravo Team:** Head north to the next area of the train yard, stopping at the corner of the gate.



**Bravo Team:** From the gate, bound to the north, settling behind the pile of beams. Point your guns to the east, raising them to the second story. A tango lingers on the catwalk just above your position as you enter.



When the three tangos on the catwalks are down, the area is clear and a save point appears. Send both teams north, through this section of the train yard, and get into position on each side of the gate to the last portion of the yard.

**Bravo Team:** From the gate, head north to the boxcar, taking up a corner position to the west.



**Bravo Team:** When you enter the area, enemy RPG fire streaks the sky. The volleys seem random, born of desperation. Three tangos rush the area on catwalks above your position, to the north.



**Bravo Team:** A tango appears to the north. Don't open fire, though. Unaware of his surroundings, the tango is flattened by a train car entering the yard.



# CHAPTER 17: MISSION 11. LAST STAND

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18

**Bravo Team:** Another tango runs into the yard and takes up cover behind a wooden crate to the northwest.

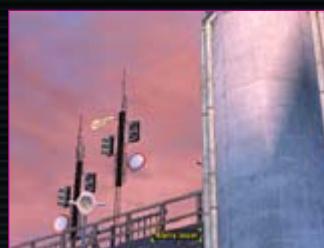


**Bravo Team:** RPG fire kills the tango, but just in case it doesn't on your run through the yard, use the M203 to eliminate him.

**Alpha Team:** As you slide into position behind the beams, shoot the tango before he can zero in on you.



**Alpha Team:** Join Bravo Team at the corner of the boxcar.



**Alpha Team:** One last tango remains in the yard, on the catwalk to the east. He's hiding just out of view, behind the large silo.



**Alpha Team:** Order a bound/suppression to the pile of beams to the north. Direct your guns to the east, targeting the tangos behind the silo.



# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

## OBJECTIVE 3: ELIMINATE AL AFAD

You have Al Afad cornered, but only for a moment. His black SUV is to the north of the train yard, a prime target for an air strike. If you can get close enough, one of the teams can call in the coordinates for the air strike and eliminate Al Afad. However, the teams must move fast. If Al Afad is given any wiggle room, his SUV will melt into the city and the mission will end in failure.

C2

C3

C4

C5

C6

C7

**Alpha Team:** Run north, into the street, and take cover behind the pile of wooden beams.



C8

C9

C10

C11

C12

C13

C14

C15

C16

C17

C18



**Alpha Team:** Order suppression fire to the west immediately, as three tangos appear from the end of the street. You do not have time to ensure they all go down, but the suppression fire should cover them.



**Bravo Team:** Time is of the essence, so as soon as Alpha Team starts suppressing the western tangos, run into the street to the north.

**Bravo Team:** Call up the Air Strike Cursor and point it to the north, near the chain-link fence. Al Afad's SUV is clearly visible. When the cursor is green, you're good to go. Call in the strike.



Helicopters appear over the street and rain Hellfire missiles down on the SUV, leaving no chance for Al Afad to survive. Mission accomplished.

## CO-OP BRIEFING

Al Afad's last stand at the train yard presents some good opportunities to team up and quickly cut through lines of enemy troops. Always cover each other against terrorists lurking above you on the catwalks.

- When you are working alongside the Rangers in the first third of the mission in the warehouse, you can always resort to your M203 to eliminate terrorists. Just save a couple M203 grenades for use at the water tower in the train yard.
- Even though the terrorists have a tendency to do themselves in at the train yard (step in front of a train, blow each other up with RPG fire), always target and shoot. If they get even one shot off, there's a chance it will connect.
- Before you head into the final part of the mission (calling the air strike down on Al Afad), coordinate who is going to do what. If one team does not have those tangos covered from the west, the other team can get cut down before the strike can be launched.





# CHAPTER 18: FULL SPECTRUM EXTRAS

## FULL SPECTRUM EXTRAS

### CHEAT CODES

*Full Spectrum Warrior* is a challenging game, indeed. Sometimes you need a little help to save the day, and our secret codes will certainly grease the wheels of liberation. But should you want to goose the game's difficulty, we can certainly help you with that, too. And should you require a little levity to negate the burdens of war, we cover that as well—it's guaranteed to help you get ahead (ahem) of the enemy.

### AUTHENTIC MODE

Defeated AI Afad and his cabal of terrorist henchmen? Think you truly are an "Army of One?" Then try this super code that juices the game's difficulty tenfold by stripping away almost the entire HUD.



■ At the Cheat screen, enter **SWEDISHARMY**.

Now, start a new profile and select the third difficulty, Authentic. Once the action begins, you'll immediately notice the absence of many on-screen HUD elements. Ammunition count? Gone. Is that tango pinned behind cover? Use your eyes. And save

points? Forget 'em.



The only HUD elements remaining are the Soldier Selector, compass, and Icon Box. So, you'll still be able to use the compass ribbon to determine which direction you are facing and know whether or not you are moving to a secure position. However, the icons that designated the state of enemies, such as whether they were behind cover, are completely gone. You must use your eyes and get visual confirmation now.

Perhaps the most missed feature is the ammo counter. When you lay down suppression fire, you'll need to keep a manual count of how much ammo you've expended. Should you lay down suppression fire and switch teams, use your ears to make sure the other team is still pumping out cover fire. The last thing you want to hear when trying to get in position behind a tango is the deafening silence of your support team's empty clips.

### UNLIMITED AMMUNITION

Like to burn off clip after clip, keeping tangos at bay while moving into the perfect position? Tired of running out of bullets after a long day full of suppression fire? Your men grumbling and grousing about hoofing it all the way back to the CASEVAC to restock?

■ At the Cheat screen, enter **MERCENARIES**.

Your men are treated to an eternal spring of clips. Feel free to use as much ammo as you need to rid Zekistan of Al Afad's thugs without worry of an ill-timed empty chamber.



This special cheat makes some of the tougher slogs through the city streets a little easier, but unlimited ammo won't do your men much good if they can't get their aim down. However, in hairy situations that require a lot of suppression fire, like Mission 5: Palace Gates, this code eases the pressure of precision aim and ammo conservation.



# FULL SPECTRUM WARRIOR

PRIMA OFFICIAL GAME GUIDE



C1

## BIG HEAD MODE

The fight for Zekistan is serious business. Not only are the lives of eight soldiers in your hands, but the destiny of a nation is decided by your actions. That's a lot to carry on your shoulders—so soothe your burden with bigger shoulders.



■ **At the Cheat screen, enter NickWest.**

This light-hearted code inflates the egos of your soldiers, literally. With their super-big noggins, they look a little goofy, but that doesn't make

them less lethal. They're still the most highly trained infantrymen in the field.



## INTERVIEW

### FULL SPECTRUM WARRIOR INTERVIEW QUESTIONS

1. How much did real-world events affect the direction of the game's admittedly urgent story?

Very little actually; we deliberately tried to distance ourselves from current events when creating the story. We didn't want people to think we were trying to make a quick buck on world events.

2. *Full Spectrum Warrior* is based on an actual simulation program that Pandemic developed for the United States Army. How much of that tech made it into the game?

Only about 15 percent of the original tech is in the retail game. Many systems had to be rewritten or built from scratch for the retail version.

3. What can you tell us about the development of the tech that eventually became *Full Spectrum Warrior*? We understand that some members of Pandemic had to obtain security clearances prior to initial development.

We worked extensively with the Army when creating the Army version of the game. We met with Army representatives and actual, active-duty Army sergeants on a regular basis to ensure we were conveying the right principles and recreating soldiers accurately. There were only a few instances where we needed clearances to meet with people, and none of what we show in the retail game is "top-secret" or classified.

4. Is everything relating to the Army absolutely authentic in *Full Spectrum Warrior*? Or did Pandemic need to employ a little fiction since this is a video game, not an actual Army simulator?

We had to abstract many things in both the Army version and the retail version. Given the medium, you simply cannot recreate everything 100 percent accurately. That's just impossible. Having said that, we work very hard to make sure that what is in the game is as authentic as possible. *Full Spectrum Warrior* is, IMO, the most authentic army experience you can get in a game.

5. Now, there is no AI Afad or ZLF, so how did Pandemic decide what weapons to equip your enemies with?



## CHAPTER 18: FULL SPECTRUM EXTRAS

We choose weapon types appropriate to the location we set the game.

**6. How did the mechanic of having the player control two separate teams affect the development of the game? Does it make it more difficult to effectively give the player twice the number of options of getting things done?**

Controlling two teams was one of the greatest challenges when creating the game. It affected everything. If you look at most games, there is only one character—you. In *Full Spectrum Warrior* there are 8 characters on two teams. This condition of the game impacted the controls, the camera, the save/load feature, and even our cinematics.

**7. Despite controlling them as two cohesive units, the individual men of each fire team stand out—even in the middle of intense combat situations. How were the different personalities of the eight soldiers created?**

The soldiers were based on real people—although they aren't real people. Their personalities were created by one of the game's designers, Brian Gomez, and the lead designer, Laralyn McWilliams.

**8. The environments of Zekistan may be fiction, but they look amazing—and amazingly real. For example, the palace mission is particularly beautiful. What was the inspiration for the design of the levels?**

We just tried to think of interesting locations to set missions within. Our art director, Chris Hunt, and lead artist, Rosi Zagortcheva, did a tremendous amount of research on the region in which we chose to set the game.

**9. Do you have any hints or tips for players to help make their missions go a little more smoothly?**

Remember that the game is about using two teams. Keep them close together. Also, move over short distances; don't order your men to advance too far all at once, this will expose them to unseen enemies waiting in ambush.

**10. Even though Al Afad is in the dirt by the end of the game, we all know that bad guys are in no short supply—in both the real world and the video game universe. Could the men of Alpha and Bravo be deployed to another hot spot in the future?**

We hope so!

C1  
C2  
C3  
C4  
C5  
C6  
C7  
C8  
C9  
C10  
C11  
C12  
C13  
C14  
C15  
C16  
C17  
C18